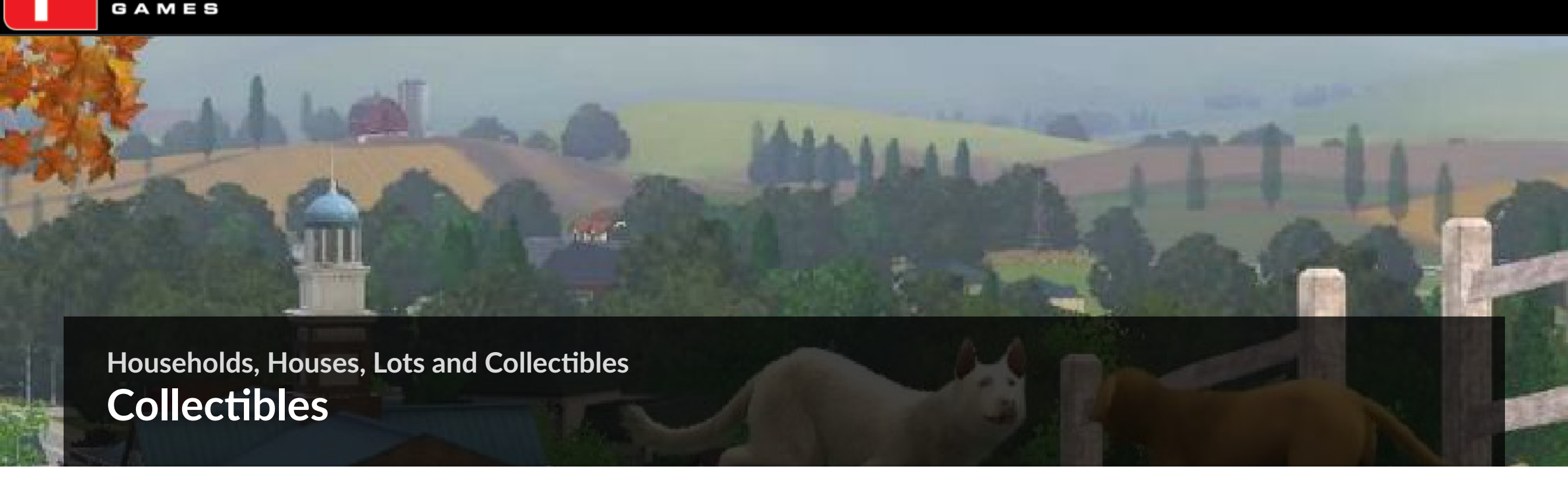


Households, Houses, Lots and Collectibles

Collectibles

Seeking collectibles takes on a whole new dimension when your pets can help you! Dogs who've been trained to hunt can dig up rocks, gems, and minerals, and occasionally even relic fragments.

Cats who've chosen to learn to hunt can bring back reptiles, snakes, lizards, turtles, rodents, birds, and fish. And while horses don't sniff out collectibles, they can quickly carry you across the countryside looking for them. Pets are a great addition to a collector's toolkit.

Sniffing out collectibles is a way for your pets earn some Simoleons for the household. But it's also a way to get some great new small animal pets you can't just buy. Experienced hunting cats can bring back some rare specimens!

Fishing

Click here for interactive maps

Appaloosa Plains has three parks that are perfect for a day of fishing. Consider riding your horse into the hills or out to the beach when you plan to fish. Your Sims or your cats can catch the following types of fish around town.

	Fish	kill Level Required	Commonality	Locations Found	Preferred Bait
S3	Minnow	0	Common	Freshwater, Saltwater	Apple
S3	Anchovy	0	Common	Saltwater	Tomato
S3	Goldfish	1	Common	Freshwater	Lettuce
S3	Alley Catfish	1	Uncommon	Freshwater, Saltwater	Cheese
S3	Jellyfish	2	Common	Saltwater	Grapes
S3	Rainbow Trout	2	Common	Freshwater	Egg
S3	Red Herring	3	Common	Freshwater, Saltwater	Hot Dogs
S3	Tuna	3	Common	Saltwater	Onion
S3	Piranha	4	Uncommon	Freshwater	Watermelon
S3	Tragic Clownfish	4	Uncommon	Freshwater, Saltwater	Bell Pepper
S3	Siamese Catfish	5	Common	Freshwater, Saltwater	Minnow
S3	Blowfish	5	Uncommon	Saltwater	Potato
S3	Salmon	6	Common	Saltwater	Lime
S3	Black Goldfish	6	Common	Freshwater	Goldfish
S3	Shark	7	Uncommon	Freshwater, Saltwater	Red Herring
S3	Swordfish	7	Common	Saltwater	Anchovy
S3	Angelfish	8	Uncommon	Freshwater, Saltwater	Alley Catfish
S3	Vampire Fish	8	Rare	Water near Graveyard	Garlic
S3	Robot Fish	9	Rare	Water near Science Facility	Piranha
S3	Lobster	9	Common	Freshwater, Saltwater	Tuna
S3	Deathfish	10	Rare	Water near Graveyard	Angelfish
WA	Crocodile	4	Uncommon	Egypt	Siamese Catfish
WA	Mummy Fish	8	Rare	Egypt	Pomegranate
WA	Frogs	0	Common	France	Cherimola Blan Grape
WA	Snails	3	Uncommon	France	Renoit Grape
WA	Crawfish	5	Uncommon	France	Frogs
WA	Doitsu Koi	0	Common	China	Pomelo
WA	Kawarimono Koi	3	Common	China	Plum
WA	Ochiba Koi	5	Uncommon	China	Pomelo
WA	Tancho Koi	7	Uncommon	China	Plum
WA	Dragon Fish	9	Rare	China	Tancho Koi
LN	Sea Sludge	0	Common	Freshwater, Saltwater	Hot Dogs
LN	Kissing Gourami	4	Common	Freshwater, Saltwater	Goldfish
LN	Sewer Trilobite	6	Common	Freshwater, Saltwater	Minnow

On rare occasions, you'll reel up something other than fish. Folks in the countryside sometimes throw unwanted items into the river or ponds, but their refuse is another Sim's treasure. When you do manage to reel in a crate, it may well contain a valuable item. If you're really lucky the crate may contain a magic gnome.

Crate Item	Chance of Finding
Rubber Ducky	20%
Guitar	10%
Bubble Bath	16%
Mood-Lite Candle	16%
Birthday Cake	16%
Mysterious Mr. Gnome	6%
Money Tree Seed	5%
Laptop	3%
Flame Fruit	3%
Death Flower	3%

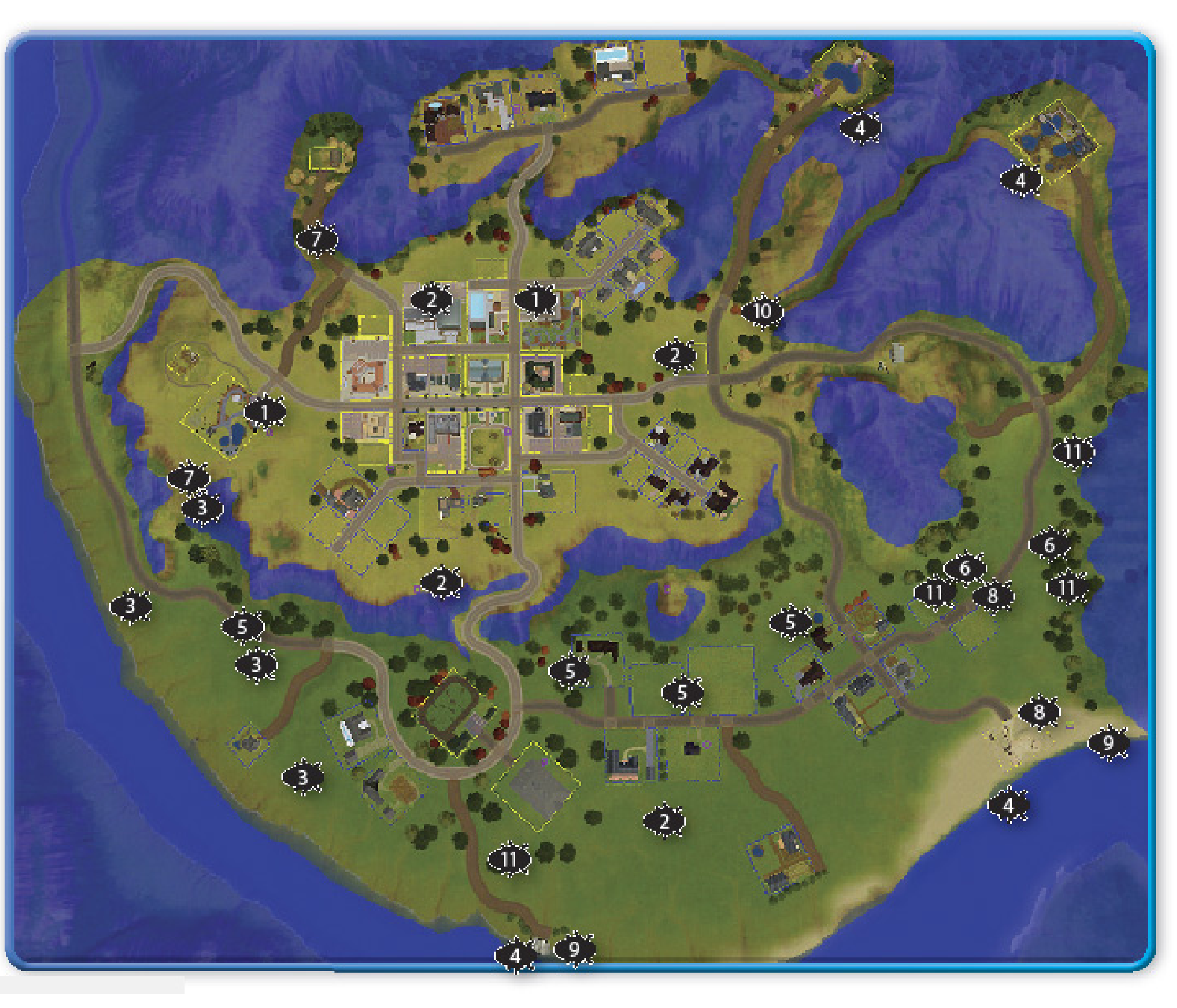
Insects

You or your hunting cats can catch plenty of butterflies and beetles around Appaloosa Plains. Insects can be sold at the science facility for cash, or placed in terrariums to decorate your lot. Sims love to have a collection of pretty insects around, so consider the environmental effects before trading these finds for cash.

Beetles

Beetles scurry around underfoot all around Appaloosa Plains, minding their own business until you, or your cat, come along to collect them. All can be sold... er, that is... "donated to science" at the science lab, but remember that even beetles can beautify your lot, so consider that before parting with them. Generally the more Simoleons they'd bring in, the more they'd beautify your lot.

Click here for interactive maps



Beetles Spawned

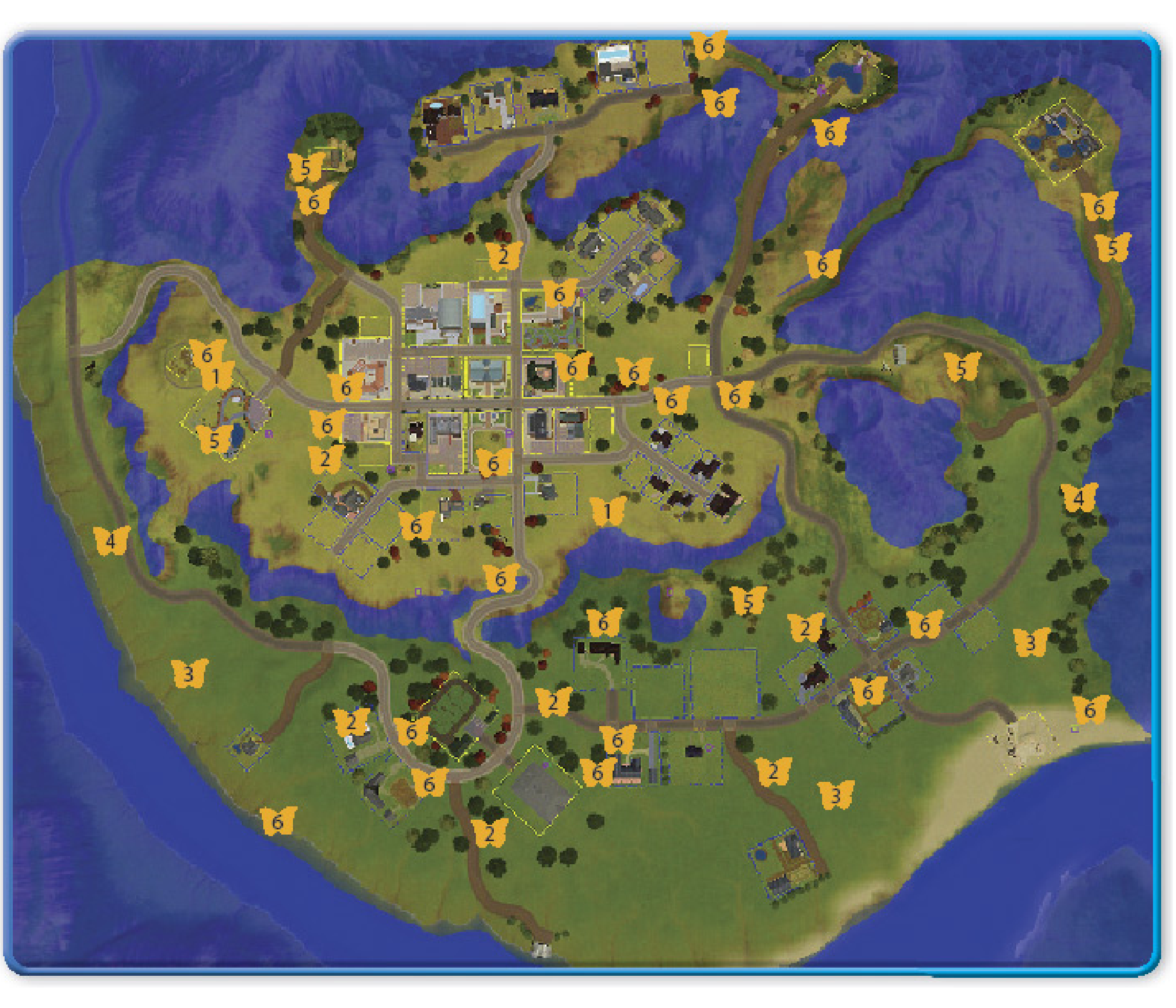
1. Roaches, 2. Ladybug, 3. Japanese Beetle, 4. Water Beetle, 5. Lightning Beetle, 6. Rhino Beetle, 7. Stag Beetle, 8. Spotted Beetle, 9. Trilobite, 10. Rainbow Beetle, 11. Spider

Beetle	Rarity	Base Value
Cockroach	Common	1
Termite*	Common	5
Ladybug	Common	10
Spider*	Common	15
Japanese	Common	15
Water	Common	30
Light	Uncommon	40
Rhino	Uncommon	90
Stag	Uncommon	175
Spotted	Rare	400
Trilobite	Rare	750
Rainbow	Extraordinarily Rare	1400
* Found only if you have Late Night installed		

Butterflies

Butterflies flit around the countryside, filling the air with flashes of color. Like beetles, there are many different varieties around Appaloosa Plains, each with a different value to the science center or to beautify your lot.

Click here for interactive maps



Butterflies Spawned

1. Moth, 2. Monarch, 3. Silver-Spotted Skipper, 4. Zebra Butterfly, 5. Will O' Wisp*, 6. Zephyr Metalmark, Red Admiral, Mission Blue, Green Swallowtail, Royal Purple Butterfly, Rainbow Butterfly

Butterfly	Rarity	Base Value
Moth	Common	5
Monarch	Common	10
Zephyr Metalmark	Common	25
Red Admiral	Common	35
Mission Blue	Uncommon	50
Will O' Wisp Green*	Uncommon	80
Green Swallowtail	Uncommon	90
Royal Purple Butterfly	Uncommon	150
Will O' Wisp Blue*	Rare	250
Silver-Spotted Skipper	Rare	325
Zebra Butterfly	Rare	650
Will O' Wisp Pink*	Rare	820
Rainbow Butterfly	Extraordinarily Rare	1080
* Found only if you have Ambitions installed		

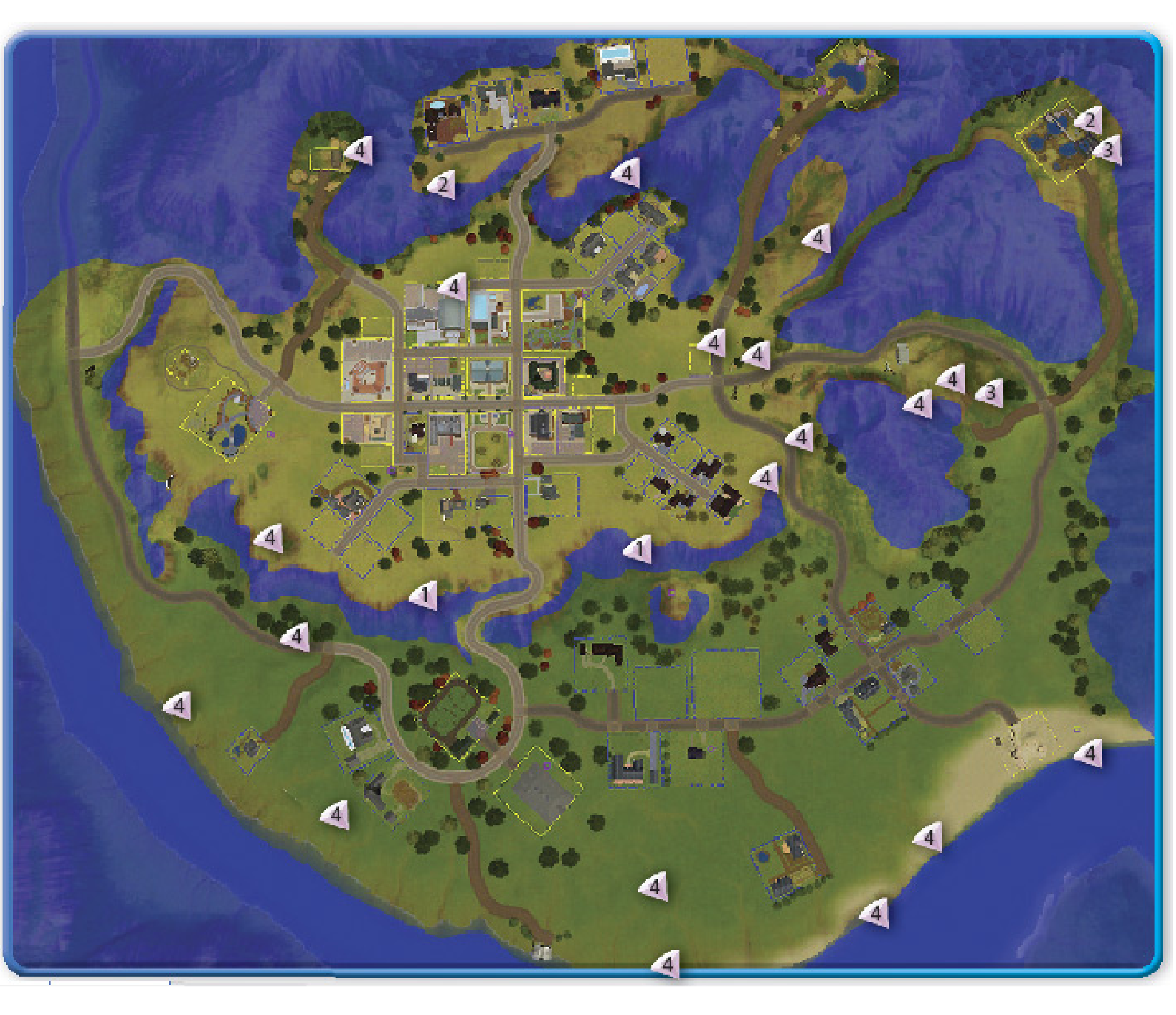
Minerals

Now, your trained hunting dog can help find precious gems and minerals! Send your dog sniffing across the countryside for these bits of sparkly treasure.

Gems

As always, gems require an extra step to make good use of them. You must send them away to be cut into beautiful stones, which increases their value. You must pay to have a gem cut. To have a gem cut, use the interaction on the mailbox or on the gem itself. The more cuts you have made, the more become available, and the more money you can earn from the better cuts.

Click here for interactive maps



Gems Spawned

1. Aqua, 2. Smithsonite*, 3. Vampire's Eye*, 4. Blue Topaz, Smoky Quartz, Emerald, Ruby, Yellow Sapphire, Tanzanite, Diamond, Rainbow Gem, Luminorious Gem, Pink Diamond

Gem	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Blue Topaz	1	105	9	21
Smoky Quartz	1	105	15	25
Emerald	1	105	20	30
Ruby	1	105	25	35
Smithsonite*	1	105	31	71
Yellow Sapphire	1	105	35	60
Tanzanite	1	105	65	95
Diamond	1	105	100	200
Vampire's Eye*	1	105	220	375
Rainbow Gem	1	105	450	700
Luminorious Gem	1	105	150	350
Pink Diamond	1	105	1200	1650
* Found only if you have Late Night installed.				

Gem Cut	Available After # Cuts	Value Multiplier	Cost of Cut
Emerald	0	1.25	10
Sculptor's Egg	0	3	175
Oval	4	1.5	20
Pear	8	1.75	35
Plumbbob	16	2	50
Marquis	30	2.3	75
Crystalball	45	2.6	100
Brilliant	60	3.5	250
Heart	Collect 10 different types of gem	5	1000

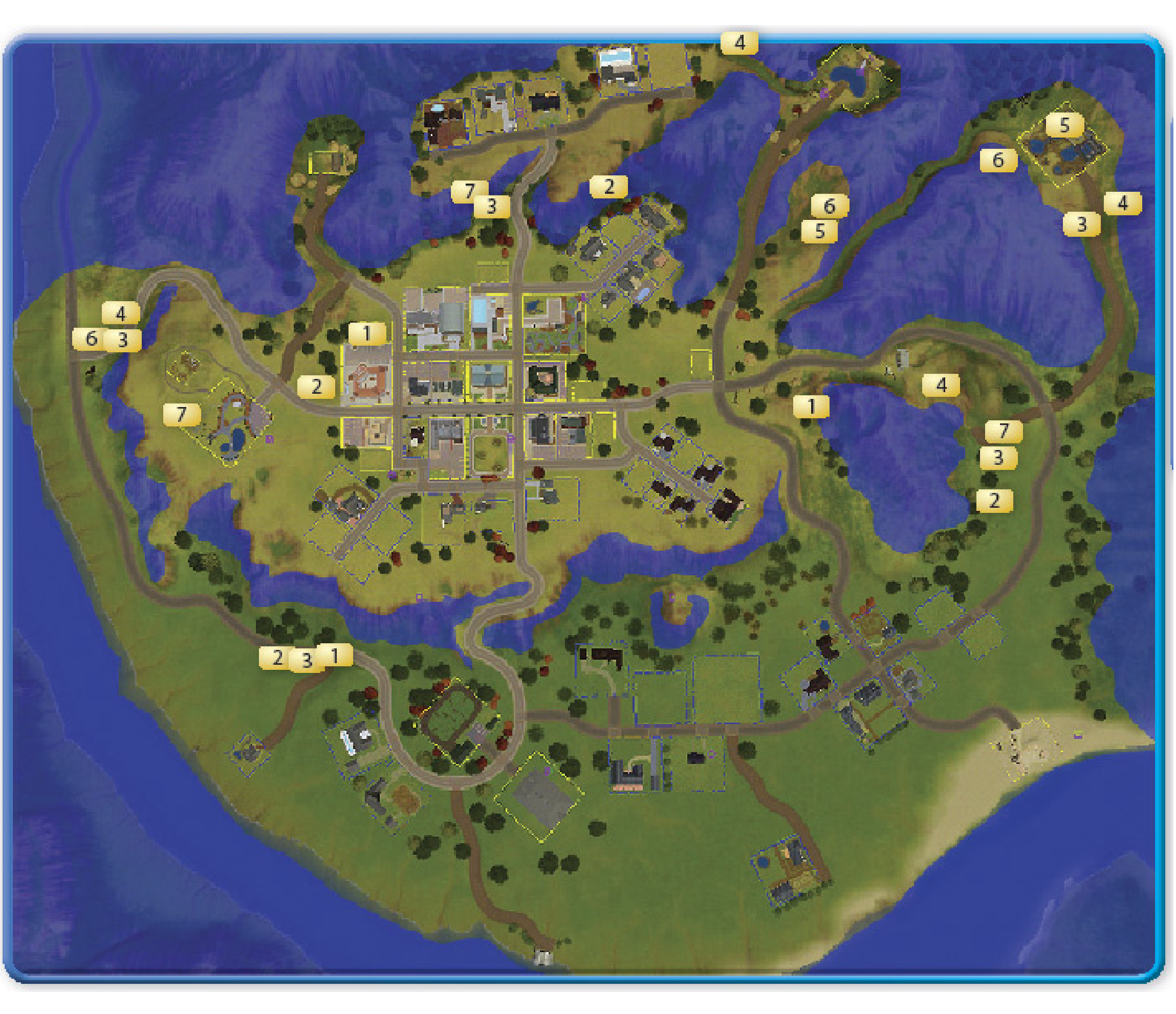
Note

Woohooium and Flourite Palmstone were introduced in Ambitions, but they are only found as part of the sculpting process.

Metals

Your Sims and their dogs can hunt for a variety of metals across the fields and hills of Appaloosa Plains. However, when you pick these up, they are still in ore form. Those metals must be smelted to make them valuable and pretty. To smelt them, send them off through the mailbox. When the ingot comes back, the value has improved by up to 75 percent. That's quite a boost for the §40 smelting fee.

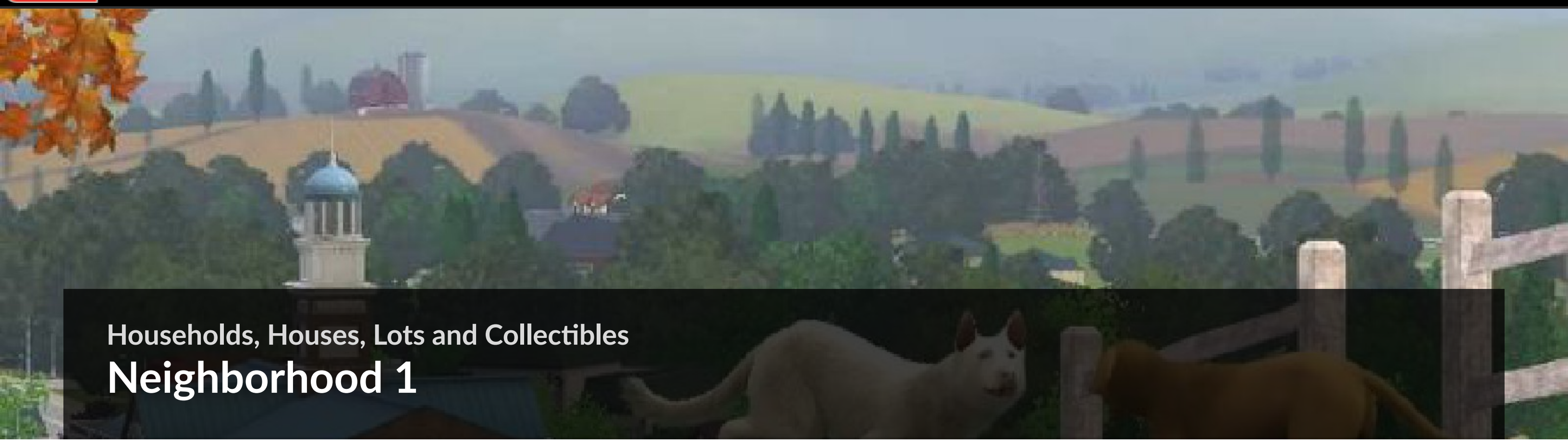
Click here for interactive maps



Metal Ore	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Iron	1	52	7	20
Silver	1	52	25	35
Tungsten Carbide*	100	1095	35	70
Gold	1	52	40	120
Carbon Steel*	100	1095	120	300
Palladium	80	300	300	500
Plutonium	0.1	5	1000	1800
* Found only if you have Late Night installed.				

Fragments

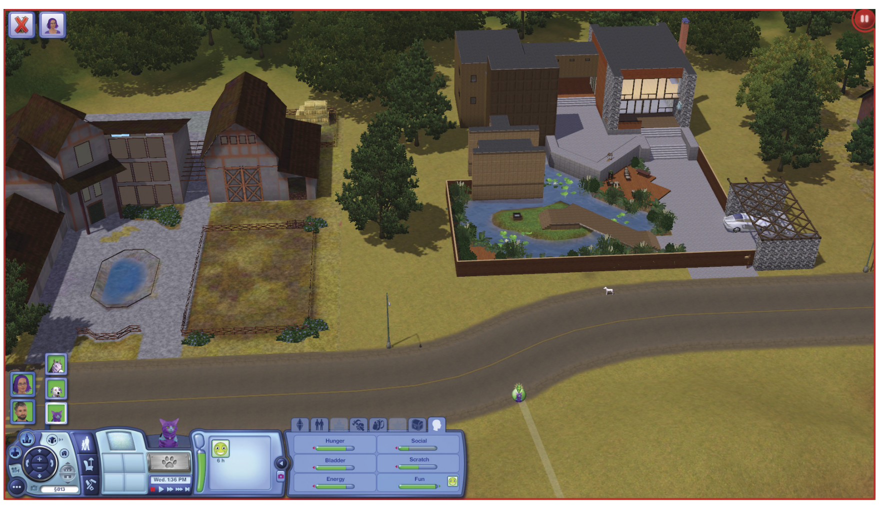
Dogs can also dig up fragments of interesting relics. Save these fragments until you have all the necessary pieces, and then you can assemble them into the following items: Mini Dinosaur Skeleton, Stone Hydrant, Diamond Dog, Early Sim Skeleton.



Households, Houses, Lots and Collectibles

Neighborhood 1

Click here for interactive maps



"Millions in Singles"-ton

Difficulty: 2

Budget: §50,000

The Singleton brothers are self-made millionaires, striking it rich by cashing in on the tech sector just before the dot com bubble burst. With lots of money and lots of free time, they decided to head west—Midwest that is. They haven't exactly had a lot of success raising horses (but what city slicker does?), but they figure if they keep throwing enough money at it something will eventually click. Between Rodney's book smarts and Booker's charming looks, they're ultimately bound for success in anything they take on.

The Render Farm

2br, 2.5ba

301 Sweetapple Ridge Way

Size 40x50

Rustic country living, but with all the modern conveniences can be found in this well appointed ranch. A three car (or truck) garage, custom built pool, horse barn, and a basement media room are among the features of this gentleman's country estate.

Pelly

Difficulty:2

Budget: §12,000

Imogen had it all—as a young beauty pageant star she was at home on the stage! The world grew up with her year after teenage year on the hit show, "As the PlumBob Turns." And she blossomed into adulthood with a breakout role in "Simsylvania," playing the love interest between two clans of werewolves, oceans apart in Transylvania and Pennsylvania. Alas her world came crashing down around her as an unexpected pregnancy led to some unfortunately botched plastic surgery. As the heiress to the silver screen, she's remaining incognito in the countryside until all her problems blow over.

Cliffside Haven

1br, 1.5ba

303 Sweetapple Ridge Way

Size 40x50

Built from a locally sourced materials to reflect a contemporary aesthetic, this sturdy house invited comments at the same time as its monolithic facade discourages uninvited guests. Heavy felstone walls keep the world, and any snooping paparazzi, at bay.

Pinkerton

Difficulty: 1

Budget: §6,000

Gavin Pinkerton is slowly adjusting to life in the country. As a long time plastic surgeon to the stars, business was booming in the glamorous city of Bridgeport. One small slip of the scalpel and a medical malpractice lawsuit later though, Gavin found himself desperate for a change of scenery. Being the town doctor in Appaloosa isn't quite the fast paced high pressure life he was used to, but perhaps the countryside has other charms to offer. For the time being though, he plans to lay low and hope his tarnished reputation doesn't catch up with him.

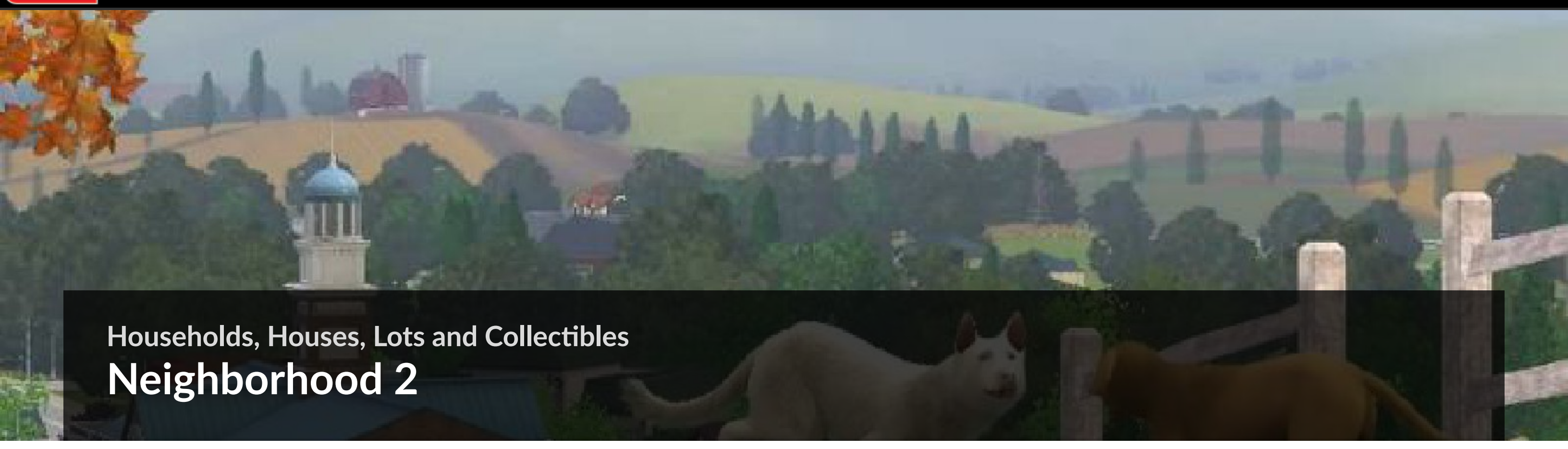
Metropole Manor

3br, 1ba

309 Sweetapple Ridge Way

Size: 40x50

This large dwelling has a loft living room/bedroom, two patio areas for barbeque parties, and a large lap pool for those looking to stay fit. Main areas are all hardwood floors and furnishings have a modern flair. Owners can even enjoy sitting by the fire outside in the evenings.



Households, Houses, Lots and Collectibles

Neighborhood 2

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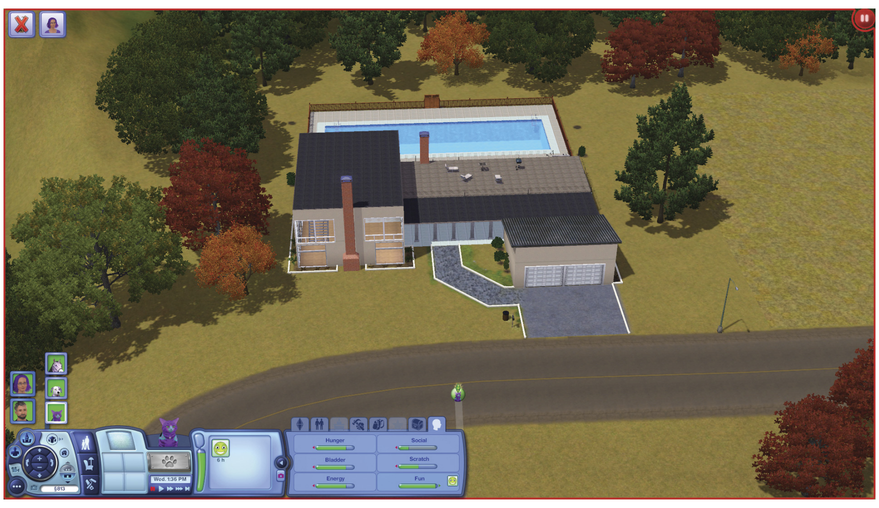


Parrott

Difficulty: 3

Budget: §1,200

Having moved to the mainland from Hawaii a few years back, the Parrott family seems like and exotic bunch to the country locals. Their troubles are effectively masked by their neighbors believing their mannerisms stem from the cultural differences. Kanoa leads a busy life, routinely commuting to the city on business—and perhaps more. Jazlyn however appears to have become meek and downtrodden over the years; can she find the strength to take back her life and come into her own?

Place Royale

4br, 2ba

19441 Bob-o-Link Drive

Size: 40x40

For the decadent gardener, this home has a large atrium with the house, and a roomy greenhouse in the backyard. Hardwood floors throughout and a Ranch Style kitchen add to its unique flair. The interior is spacious enough to include two living room areas, one casual and the other for formal occasions.

Schmidt

Difficulty: 2

Budget: §1,650

Benjamin—handyman by day, eligible bachelor by night. He lives alone with his pup Ralston, but by no means is he lonely. The women of Appaloosa appreciate his skills and there's nothing subtle about the number of house calls he makes for "broken" appliances. Will he ever find a reason to settle down?

Pinto Palazzo

1br, 1ba

19444 Bob-o-Link Drive

More spacious than expected for a one bedroom home, this house is caught mid-renovation. Although currently boasting an updated kitchen and a large new deck, the bathroom is charitably described as "charmingly original" and the landscape remains "full of potential."

Unfettered with Feathers

Difficulty: 3

Budget: §1,350

This eclectic group has decided to pool money together to rent their own home on the range. They come from all walks of life... Benni is the southern belle with modern flair. Zac is the local bad boy—line cook by day and biker by night. Hailey is the typical girl next door who wants nothing more than a pup to call her own. Kenji is the junior archaeologist who can't wait to get a closer look at the dinosaur dig on the edge of town. The one thing they all share is a love of animals, but the landlord has a very firm policy of no fur allowed. Until they can change his mind, it looks like they're stuck with a feathered friend.

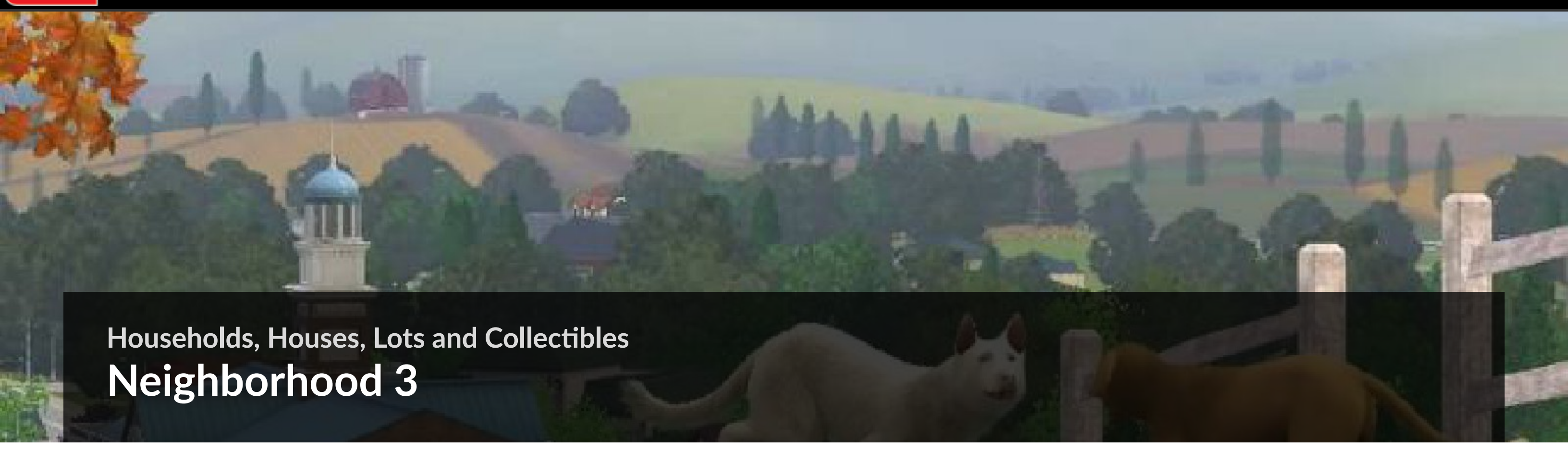
Clydesdale Ranch

4br, 3ba

19445 Bob-o-Link Drive

Size: 40x30

An open floor plan and a generous number of bedrooms make this newer ranch home a good choice for a larger family, or potentially a group of friends. Entertaining in this house is made easier with its large deck and light-filled sunroom.



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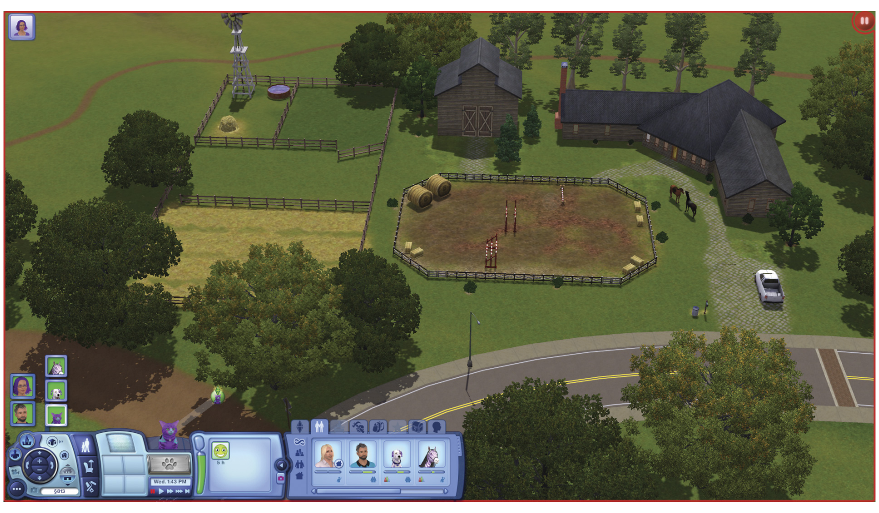


Curley

Difficulty: 2

Budget: §7,000

“Dangnabbit, NO this land is not for sale!” These are the first and last words any politician or businessman will hear when they pay Tate Curley a visit. As a descendent of one of the oldest settlers in town, Tate finds himself sitting on a prime piece of real estate right along Main Street. As outside pressure increased, Tate and Esme became introverted and guarded, building walls to keep unwanted visitors out. If someone could only find a way to break though their gruff exterior, a veritable encyclopedia of the town’s history and stories of the old west await.

Curley Copse

1br, 1ba

2006 West Appaloosa Avenue

Size 20x38

Homesteaded many years ago by the ancestor of the current residents, this was once the finest house in town. Of course it was also the only house in town. Downsides include a somewhat diminished acreage from its original size. However, if you can resist political pressure to rezone for commercial construction, and you don’t mind the bustling downtown noise, you’ll have quite the hot property for quick access to everything the town has to offer

Marshall

Difficulty: 4

Budget: §2,800

The Marshalls are madly in love, have a beautiful home and successful careers. What could go wrong? A glossy exterior hides their secret pain—try as they might, they’ve been unable to have a child. Crib, toy box, and the highchair sit unused, and so the Marshall’s bide their time and mask their emotions by adopting all the pets they can handle. Puppies, kittens, foals—anything they can nurse and cherish, they welcome into their home. Will they one day be able to have the final addition that would make their family complete?

Mesa View Farm

3br, 3ba

1813 Ednamary Way

Size: 50x40

An old fashioned farmhouse lovingly restored is the perfect place for a young couple hoping to build the foundations of a large family. In the meantime, the sizable barn and substantial yard can support a veritable menagerie of pets.

Darnell

Difficulty: 2

Budget: §60,000

As a fresh face in the midwest, Honey is discovering a whole new meaning to country singing! This talented songbird hit a rut in writing her new album and thought some new scenery would break the block. Southern gentlemen and southern charm have inspired writers for generations, but life in Appaloosa Plains has taken on a style all its own. With things so good, will she become the town’s newest permanent resident?

The Painted Lady

1br, 1.5ba

1812 Ednamary Way

Size: 40x60

An ornate Victorian house on the edge of town exudes feminine charm. Strangely it is often the local male residents that find this house irresistible.

The Bird Sisters

Difficulty: 2

Budget: §1,000

The Bird sisters always seem to be above the daily squabbles of the other townsfolk. Slightly aloof and ever mysterious, their charm and porcelain doll appearance earns them many eager suitors. Oriole’s fascination with other’s knick-knacks has landed her in trouble on numerous occasions, but Alouette’s work at the local paper generally keeps the family’s name clean. Can this odd couple continue their troublesome ways, or will their luck eventually run out?

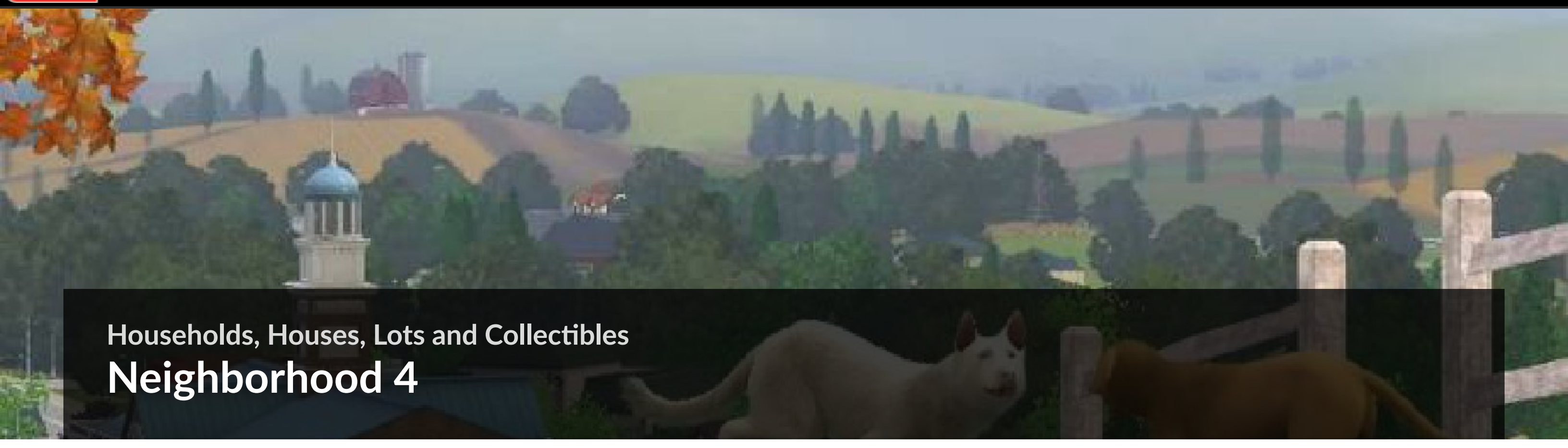
Twitterhaven

2br, 1ba

202 Horseshoe Loop

Size: 40x50

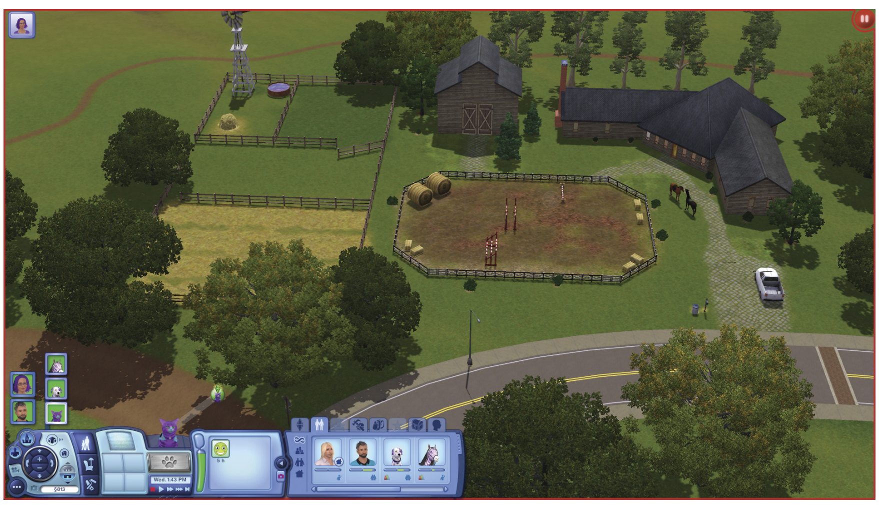
Named for the constant chirping heard from its feathered residents, this flea market decorated home exudes charm. Will it allow its residents to spread their wings or keep them in a gilded cage?



Households, Houses, Lots and Collectibles

Neighborhood 4

Click here for interactive maps



Blackburn

Difficulty: 3

Budget: §1,400

It's hard to argue with her approach when you find yourself cut off mid-sentence with a snap of her fingers and a fire in her eyes. The years haven't been kind to her complexion—some say the wrinkles were sealed in place from her harsh demeanor and ever present frown. Those who get to know her though will discover the love she has for her canine companions, and may pick up some useful tricks to use on their own pets along the way.

Cave Canem

1br, 1.5ba

68 Rachelle Lane

Size: 20x30

An open floor plan and a large fenced in yard make this house a veritable pooch palace. No misbehaving will be tolerated though so one wonders—should you beware of the dog, or should the dog beware the owner?

Chandra

Difficulty: 1

Budget: §1,000

Vallari is living the good life, unfettered by the rigors of such things as "responsibility," "basic decency," and "fiscal responsibility"—all those topics her mom used to nag her about. Well her mom isn't around now, and she's free to seek thrills and pursue hot fads as she blows through the family fortune. She thinks of her day job at the spa as simply a means to meet a wealthy and handsome client—preferably single.

Pergola Place

1br, 1ba

72 Rachelle Lane

Size: 30x20

Large rooms make this house exceptionally spacious for a one bedroom home, and the bathroom is equally roomy. Someone would have to accumulate quite a lot to make this place look cluttered—hoarders forewarned.

Sports, Spice, and Everything Nice

Difficulty: 2

Budget: §10,000

Barrington and Juanita fell madly in love in a whirlwind romance that swept through the town of Appaloosa like a twister speeding across the plains. Juanita was visiting home after her big win on the reality cooking competition Dishes to Delicacy, a show that takes minimum wage dishwashers and turns them into master chefs. She immediately caught the eye of the Barrington, the high school coach turned administrator of Appaloosa's new world class stadium. These two rags to riches stories simply clicked and with the expected pitter patter of tiny feet, it can't be too long before wedding bells chime throughout the town.

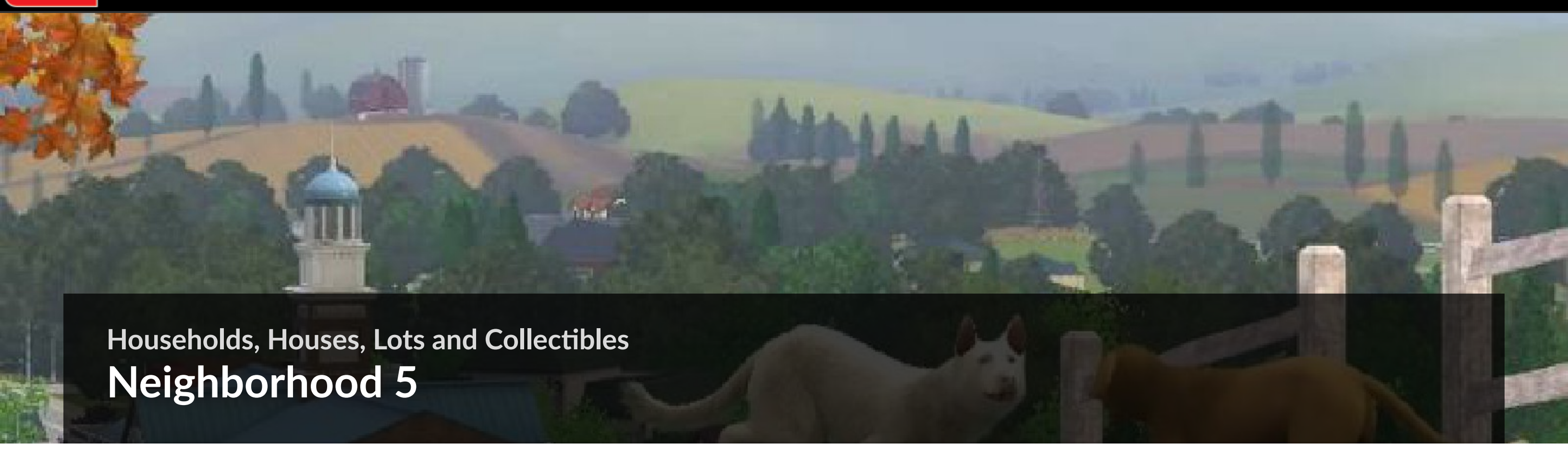
Playa Vista

2br, 1ba

73 Rachelle Lane

Size 30x30

This beautiful modern home with an amazing view features a gourmet kitchen and a workout room adjacent to the bedroom. One supposes this room might just make a nursery instead, should you be so inclined.



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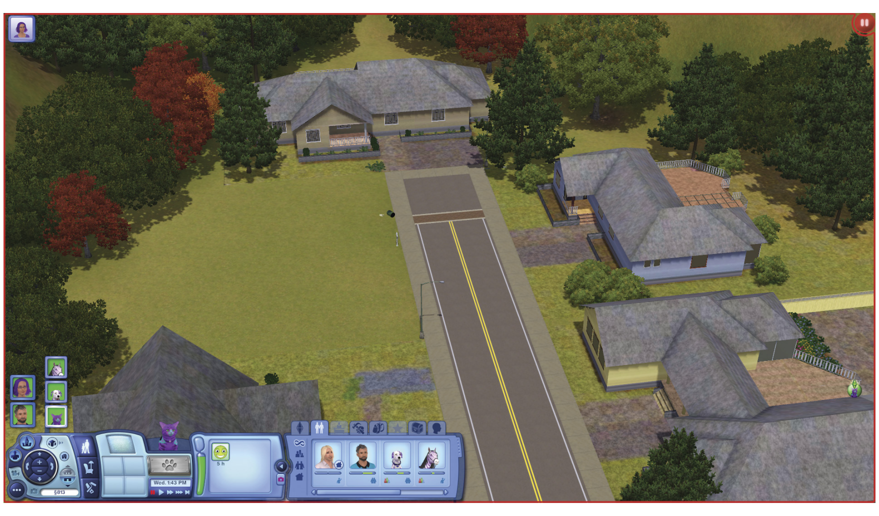


Lionheart

Difficulty: 4

Budget: §666

The townsfolk give Ms. Lionheart a wide berth should they see her approaching. Not that thee's a problem with her that anyone can pinpoint per se, but she's a little... shall we say... eccentric. With her colorful leopard print hat and garish feline apron, the local teens have dubbed her "Old Kitty," a name she'd no doubt give them a good drubbing for should it ever be said to her face. As the last remaining member of her family, she lives out her days with her four cats, and that's just the way she likes things.

Brookside

1br, 1ba

6 Floodplain Lane

Size: 30x30

Set somewhat apart from its neighbors, this once elegant Victorian graces the river's edge with a haunting reminder of days gone by. If you plan to restore this home, beware of feline vengeance—and musk!

Martingale

Difficulty: 3

Budget: §5,000

Sofia felt trapped for years—trapped in a loveless marriage, and trapped in a concrete jungle of the city. She made the decision to take back her life by kicking her husband to the curb, and uprooting her moody teenage son for a fresh start in the country. Flush with cash from the divorce, she purchased a horse to help charm the posh country crowd. Now that she's a cougar on the prowl, will young Cruz be able to adjust to his new family and make friends in a brand new town?

Park Vista

2br, 1ba

190 Horseshoe Loop

Size: 50x50

This modern two bedroom includes a barn for potential horse owners, a beautiful stone fireplace, Mission style kitchen cabinetry, and a spacious dining room. It's the perfect house for any new home owner. Glass facades enhance the feeling of an open floor plan. A lap pool with spacious stone deck make evening barbeque parties a great event.

Country Cowpokes

Difficulty: 3

Budget: §23,000

Chuck Hobble has had enough of scrambling to book gigs and spending every night in a different dusty motel room. Bumps, lumps, thrills, and spills have all contributed to the aches in his bones. Nobody said the life of a rodeo cowboy would be easy, but settling down as a minor celebrity in a town like Appaloosa has its perks. He moved in with his long time friend Johnny, a country singer songwriter who shares the pain of losing a family due to a life on the road. When they aren't busy swapping stories of groupies, they tend to their horses in their now peaceful existence.

The Rancheroo

2br, 2ba

192 Horseshoe Loop

Size: 50x50

This house features a horse arena and accompanying barn for the prosperous horse owner. It has a spacious living room and two separate bedrooms each with en suite bathrooms. Perfect for two roommates or a couple with children. One bedroom even has a built in fireplace to stoke romance in your life.

Bedlington

Difficulty: 2

Budget: §3,000

The Bedlingtons are just the sort of new money the residents of Appaloosa Plains Appaloosa Plains frown upon, having come to live in the country with no real respect for the land. Bertram is rarely seen out of his tweed button-down vest, with Buckley close at his heels. Along with his wife Patricia, they love the beautiful outdoor vistas found along the river's edge, but as they enter the twilight of their lives, they care little for any manner of preservation. Were their eyesight better, they may notice the angry glares of neighbors as they zip down the driveway in their gas guzzler, even if it's doubtful they'd give someone else's considerations a second thought.

Paddington House

2br, 2ba

27 Gentrify Manor

Size: 50x50

Constructed of high grade wood and local stonework, this three bedroom house includes a spacious den overlooking the meticulously landscaped front yard. Perfect for any family, the dining room will accommodate large dinner parties with ease—and flare. A separate carport is sure to keep your vehicle secure.

Fox

Difficulty: 5

Budget: §1,700

As great descendants of the indigenous occupants of Appaloosa, the Fox family respects the land—and their privacy. Having reclaimed a large plot of land down in the flood plain, they prosper from the fertile soil that has built up over multiple generations. Now they run the most prosperous ranch in town and take great pride in their hand built home. They're certainly self-sufficient, but it wouldn't hurt them to broaden their social circle either.

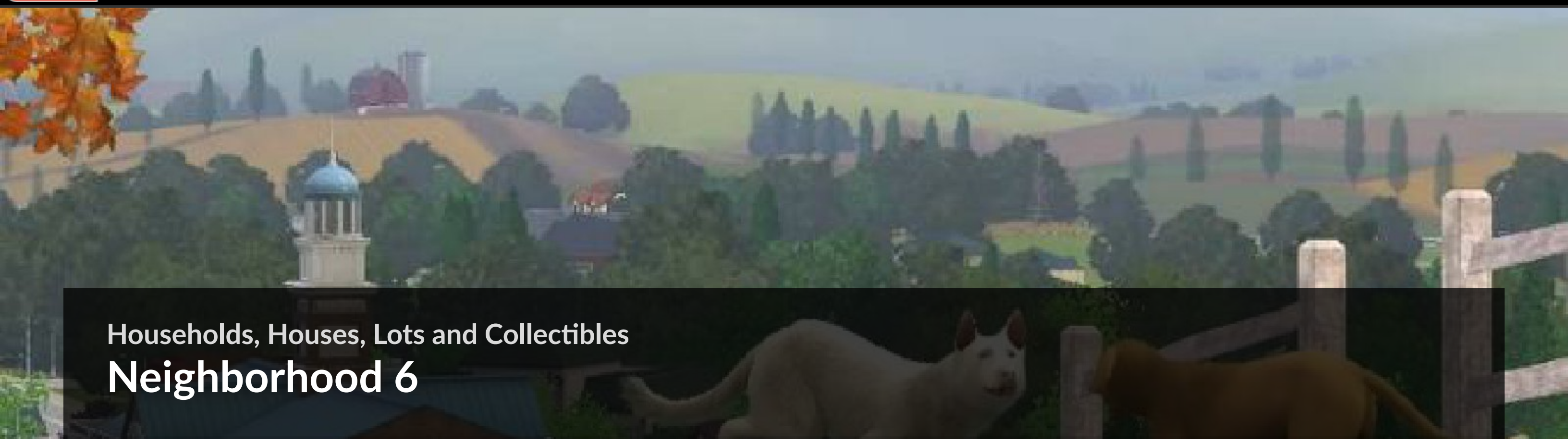
Little River House

2br, 1ba

37 Eucalyptus Drive

Size: 50x50

Dwarfed by the grandeur of the landscape around it, this modest but proud ranch sits quietly on the powerful river's edge. Living here and working the land might be difficult for some, but with dedication comes reward.



Households, Houses, Lots and Collectibles

Neighborhood 6

Click here for interactive maps

Miller

Difficulty: 4

Budget: §4,000

The Millers are one of the most well-like families in all of Appaloosa. They've built a reputation as trustworthy humanitarians with their strong family values and unending generosity. As fate would have it, they live right next door to the Riffins—certainly a bunch that could use a helping hand. As Quincy and Jacquie keep a watchful eye over their young neighbors, will the seemingly innocent Maisy take her own special interest in Calvin Riffin?

Super Suburban

2br, 1ba

1011 Pomona Promenade

Size: 40x40

When you really want to leave the city behind, this suburban style house will make you think there must be shopping malls and fast food chains nearby... it's just a bit too out in the country for that though.

Riffin

Difficulty: 3

Budget: §800

The Riffin family—what's left of the them that is—has suffered through extraordinary hardship. Clement and Clarissa were loving parents, living off the sweat of their brow and working the land until an unfortunate farming accident left the children orphaned at a young age. As the oldest, Calvin quickly shouldered the responsibility of holding the family together. With their parents watching over them from beyond, and some helping hands from the townsfolk, the Riffins endure and move on.

Wellspring

3br, 2ba

1935 Beach Boulevard

Size: 40x30

A charming house in an idyllic setting, features its own spring-fed pond and a relaxing shady porch, yet still an air of gloom seems to persist.

Loveland

Difficulty: 2

Budget: §1,500

Graci is a free spirit, but she reins it in for her day job. Don't be mistaken, she loves working with the kids at Crestview School and takes satisfaction from the opportunity to help shape their lives. But is there more to Graci than meets the eye? When she's not busy grading papers, she dreams of a glamorous life in modeling and finding the right man to sweep her off her feet.

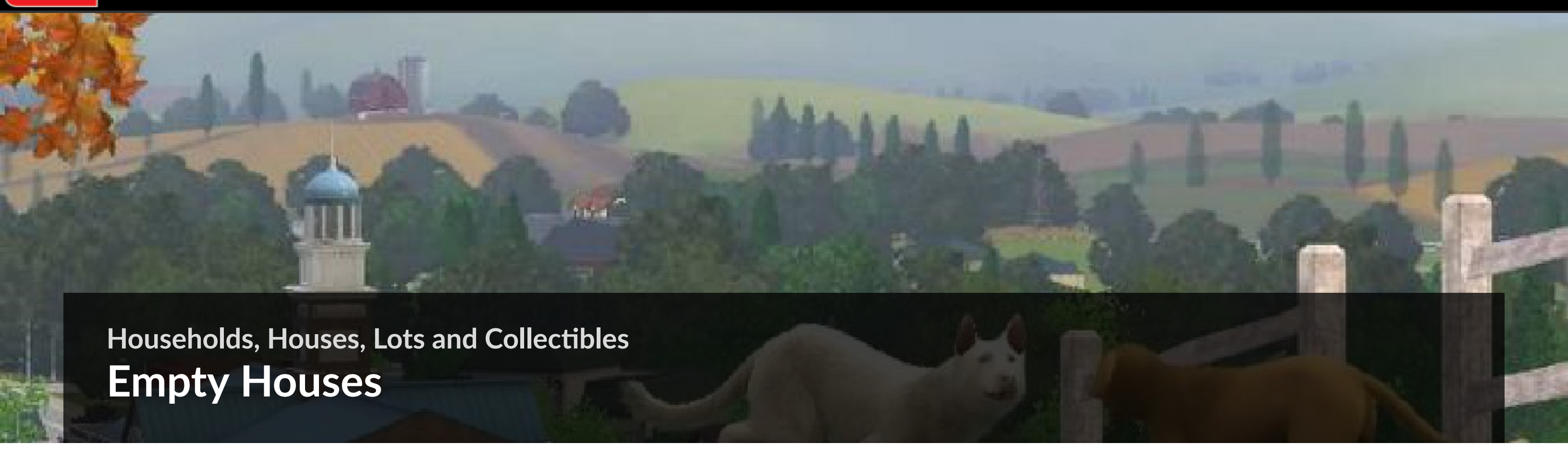
Still Water Run

1br, 2ba

1938 Beach Boulevard

Size: 30x40

Elegant gardens and shabby chic decor through most of this house make it a gem of a find. However, things are rarely as innocent as they appear.



Click here for interactive maps

Hydrangea House

1br, 1ba

1810 Ednamary Way

Size: 30x40

Furnished Price: §15,928

Unfurnished Price: §13,993

Modestly priced but full of charm, this small Victorian house is just waiting to be shown some love. It's a simple starter home, but close to town and full of untapped potential.

Turnkey Trot

1br, 1ba

69 Rachelle Lane

Size: 30x20

Furnished Price: §15,995

Unfurnished Price: §14,100

Cozy and compact is the perfect way to describe this newer home that is ready to go. A garage, paired with large decks and large windows, means this house is just waiting for the right occupant and their pets, be they beast or fowl.

Private Property

71 Rachelle Lane

1br, 1ba

Size: 30x20

Furnished Price: §16,115

Unfurnished Price: §14,005

A quiet sedate house in a newer subdivision keeps its focus inward. You probably won't even have to meet your neighbors if you live in this starter home.

Trotter Cottage

3br, 3ba

19442 Bob-o-Link Drive

Size: 40x30

Furnished Price: §

Unfurnished Price: §

This generously sized house for a growing family includes a large deck, pool, and solarium—all the while presenting a modest face to the street.

Park Palace

5br, 2ba

305 Sweetapple Ridge Way

Size: 40x50

Furnished Price: §

Unfurnished Price: §

A very spacious five bedroom home complete with fireplace in the living room, a den, dining room with access to a large deck, and separate en suite bedroom upstairs for the master of the house. Great for a large family or even someone with lots of pets. The property also features a large backyard bordering into the hills.

The Lexington

4br, 2ba

1006 Pomona Promenade

Size: 50x50

Furnished Price: §

Unfurnished Price: §

This deluxe home is great for any large family of humans—or pets! The outdoorsy type will love the homey barn for horses and the large back deck for hosting parties. Notable features include and elegant full size dining room complete with marble tiled fireplace, not to mention the built-in library. A kitchen with island counters makes the perfect space for serving a quick cozy meal.

Six Gable Stables

2br, 2.5ba

1012 Pomona Promenade

Size: 50x50

Furnished Price: §

Unfurnished Price: §

might be the best place to breed horses in the local township. It features a large stable and hay loft, plus a comfortable and elegant house with a solarium and wraparound porch.

Sunflower Shack

1br, 1ba

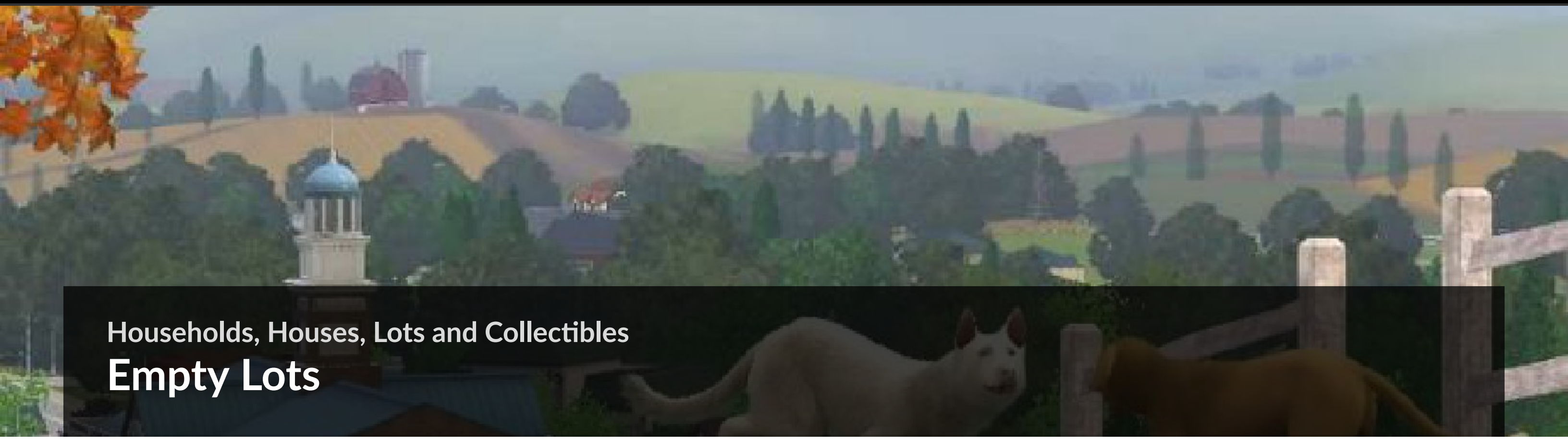
1936 Beach Boulevard

Size: 30x40

Furnished Price: §13,720

Unfurnished Price: §11,263

Simple and mostly sturdy, this home is the ideal first house for those who are a little bit country. No doubt the pleasant occasional drum of rain on the roof will make up for the minor flooding due to lack of a foundation.



Households, Houses, Lots and Collectibles

Empty Lots

Click here for interactive maps

1815 Ednamary Way

Size: 30x30

Price: §1,800

1814 Ednamary Way

Size: 30x40

Price: §2,400

67 Rachelle Lane

Size: 20x30

Price: §1,200

70 Rachelle Lane

Size: 20x30

Price: §1,200

311 Sweetapple Ridge Way

Size: 40x50

Price: §4,000

1005 Pomona Promenade

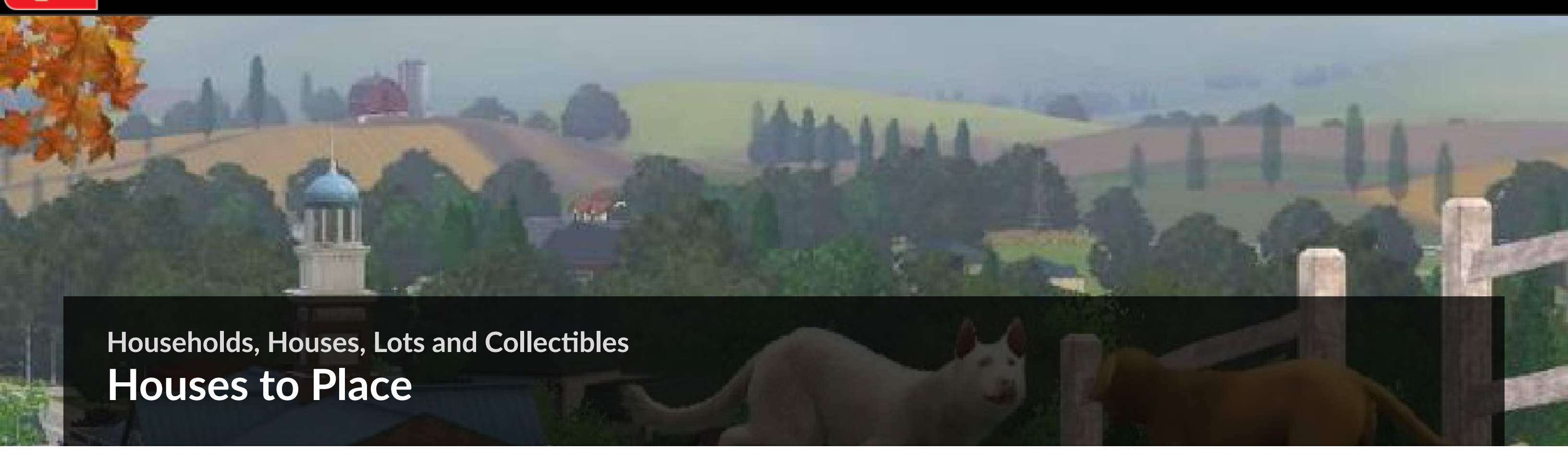
Size 50x50

Price: §5,000

1874 Trex Hill

Size: 30x40

Price: §2,400



Houses to Place

Click here for interactive maps

Cabin Fever

1br, 1ba

Price: §14,250

Size: 20x30

The bright side is that this humble home is at least one step better than a tent since it comes complete with walls and floors that are mostly leak proof.

Super Shack

1br, 1ba

Price: §15,953

Size: 20x30

It's better than a regular shack. It's a super shack! Usually found in disaster relief areas, this house is the perfect excuse to go out.

Ginger

2br, 1ba

Price: §24,044

Size 20x30

Based on a time honored design usually executed in gingerbread and icing, this little Victorian cottage is suitable for a young couple or the extremely fashionable single seeking to stay that way.

Oak Grove Bungalow

2br, 2ba

Price: §36,466

Size: 20x30

With a front porch perfect for summer evenings keeping an eye out on the neighborhood happenings, this classic Mission home is both practical and homey.

Cornucopia

3br, 2ba

Price: §36,476

Conjuring up images of holiday cards and jovial family memories, either real or imagined, this traditional home awaits a family to turn it into the heartwarming home it longs to be.

Aero Dynamo

2br, 1ba

Price: §45,515

Size: 20x30

This sleek mid-century classic is perched on the verge of taking flight.

Mediterranean Town Home

2br, 2ba

Price: §46,635

Size: 20x30

Compact, vertically oriented, cubist, Mediterranean. This contemporary three-story town home includes two decks and a balcony.

Bulkhead

2br, 2ba

Price: §50,084

Size: 20x30

This modern, nautical-inspired home will inspire you to keep thing ship shape while swabbing the decks of your new home.

Doubleday Lodge

3br, 2ba

Price: §58,109

The grand fireplace takes center stage in the spacious two-story great room. Three decks in the front and back of this simple mountain lodge offer plenty of opportunity for taking in the crisp alpine air

Shady Bough

3br, 3ba

Price: §68,108

A double veranda and understated charm characterize this humble country home. Spacious and family friendly, the kids will love the pool out back as well.

Ever

3br, 2.5ba

Price: §70,795

Size: 20x30

"Happily ever after" is the concept for this large Victorian home. It includes separate formal and informal living areas downstairs and a petite bathing pool in the yard.

Unfurled

3br, 1.5ba

Price: §70,395

Size: 30x40

This stylish, single-story mid-century home wraps around a private courtyard.

Brownstone Beauty

4br, 2ba

Price: §71,846

Size 20x30

This traditional row house remains a classic. It's topped by an attic and includes interconnected back porches for each of the four floors.

Prairie Smile

3br, 2.5ba

Price: §78,138

Size: 20x30

Horizontal planes and a bonus cupola distinguish this two-story craftsman home. The spacious living room is ideal for a family that likes to entertain. Carport included.

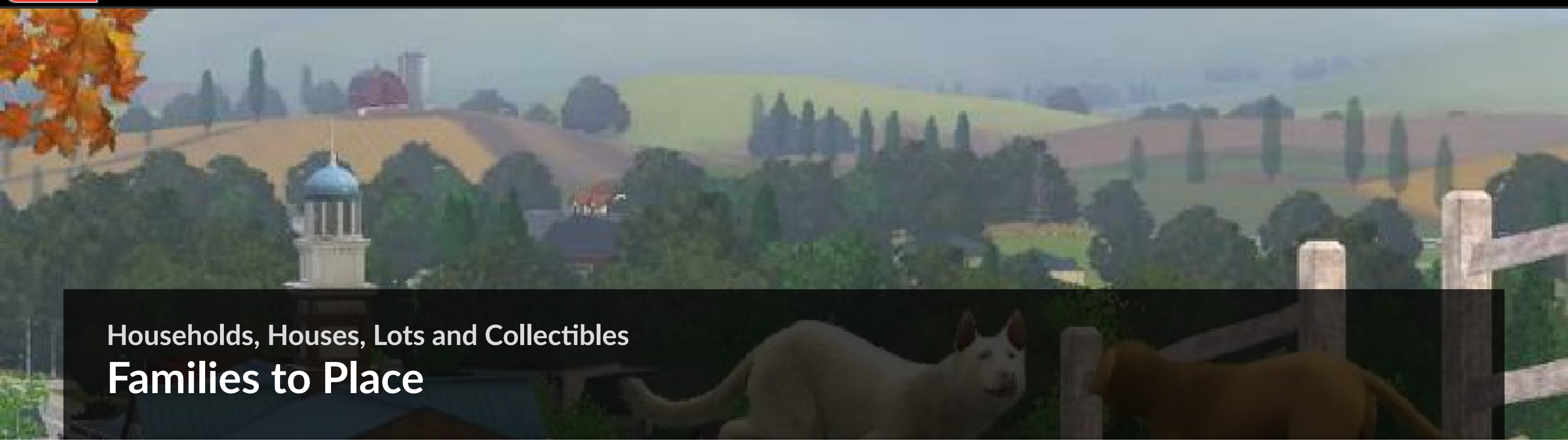
Miramontes

6br, 4ba

Price: §97,992

Size: 30x40

Stunning views and a massive open living space make this a marvelous getaway home. This four-story mountain lodge includes sweeping staircases, two wrap-around decks.



Households, Houses, Lots and Collectibles

Families to Place

Click here for interactive maps

Martinez

Difficulty: 2

Budget: §20,000

Lovebirds Pablo and Jennifer Martinez are outdoorsy folk looking to explore nature. Will they thrive in a new town or will the suburban lifestyle eventually drive them to tears.

Glover

Difficulty: 2

Budget: §20,000

Roomates Gwen and Holden are an odd pair. She's artsy and outgoing; he's spacey and bookish. Will they be just good friends or something more.

Williams

Difficulty: 3

Budget: §20,125

Aimee Williams is a marvel in the kitchen but her husband Marley is a bit of a dreamer. Will he be able to support the two of them and little Malika, or will Aimee have to use her skills to earn some dough?

Lum

Difficulty: 3

Budget: §20,625

Lawrence Lum is a bright friendly teen with outgoing parents. Will he take after his computer whiz father or social climbing mother?

Baker

Difficulty: 4

Budget: §20,500

Svetlana and Heathcliff love their daughter Becky, so of course, they took her in when she and her son Topher needed a place to stay. But will they be able to enjoy their retirement with a noisy toddler in the house.

Funke

Difficulty: 5

Budget: §20,500

Some might say that Sabrina and Rhett Funke are too flakey to be successful at raising kids. Will their three talented tots turn out ok in the end, or will they let the pressure get to them.

Introduction

Is this your first time diving into The Sims 3? If you are entirely new to the bestselling series of games (well over 100 million The Sims games have been sold around the world), then everything in The Sims 3 is brand new.

But if you are just checking into the game after experiencing The Sims or The Sims 2, then you will be surprised at how much the game has changed.

Yes, you still control your Sims as they embark on individual narratives created from the houses you build, the relationships you forge, and the dreams you pursue.

However, The Sims 3 gives you even greater control over your Sims' destinies—even though life does tend to hurl a curveball (or five) while you play.

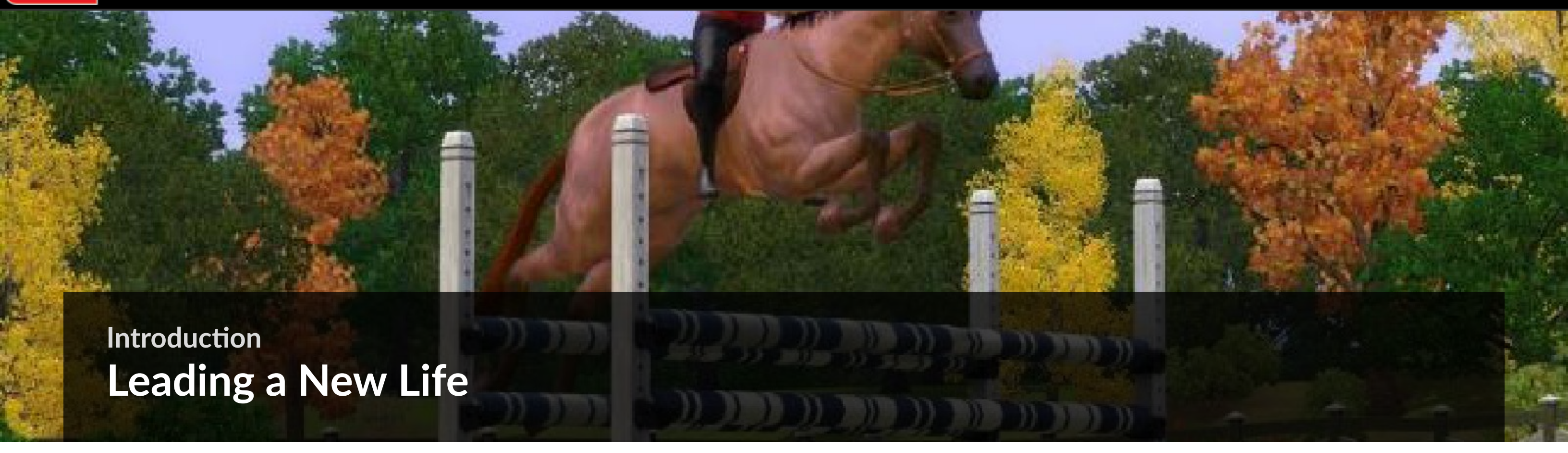
There are more enhanced options for creating new Sims—both on the inside and outside.

A new mood system uses hundreds of little moodlets to help you steer Sims toward happiness by letting you know exactly what the Sim is feeling at that second.

New social interactions help you guide matters of the heart. And finally, a new Lifetime Wish system gives your Sims overarching dreams to achieve, giving their lives a sense of structure.

Not everything you do with your Sims has to be in pursuit of this big dream. No contract says you must be 100 percent benevolent. No enforcement mechanism prevents you from charting a new course.

The whole point of the changes in The Sims 3 is to give you a new level of interaction and control to make your game experience—the life experiences of your Sims—as unique as a snowflake.



Introduction

Leading a New Life

When you dive into Create a Sim, you have complete control over the physical appearance of your Sim and can deck him or her out in any number of outfits. Frumpy? Flashy? The choice is yours.

But there is so much more to a Sim than the clothes, the number of wrinkles, or the hairdo. What makes a truly lasting impact on your new Sim is how you designate and develop their personality.

Before exiting Create a Sim, you give your Sim up to five traits that are the building blocks of their personality. But it doesn't end there. Traits lead to wants and desires.

How you indulge these wishes also affects your Sim's well-being, measured by their current mood. Use this section to learn all about shaping personalities, weighing wishes, and managing mood.

The happier you make your Sim, the more rewarding life is on both sides of the screen.

Personality

The fifth tab of the Create a Sim tool is where you determine your Sim's personality. If the Sim is a young adult or older, you may assign five traits that define their personality.

There are more than 60 traits to choose from in the Create a Sim tool—and not all of them are positive. For every Ambitious trait, there is the Loser trait.

Traits affect your Sim's lifelong wishes and goals as well as their core personality. The selections you make here stick with your Sims for the remainder of their lives (well, there is actually a way around this...but more on that later).

Choose carefully because these traits have far-reaching effects on all aspects of life, from how the Sim functions in a social situation to how they like to spend quiet time at home—if at all.

Note

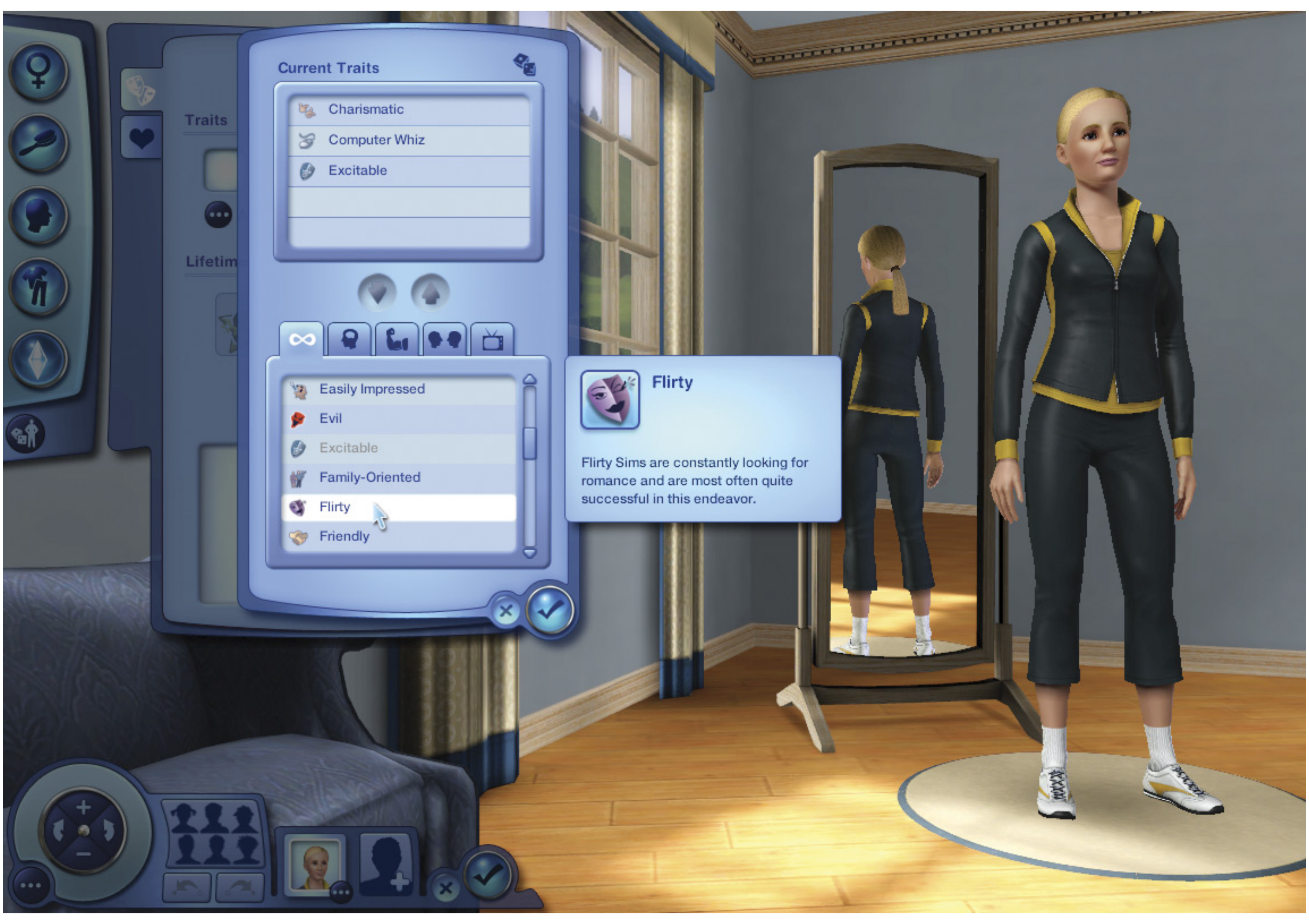
Selecting certain traits removes others from the available list. For example, if you select Technophobe, then the Computer Whiz trait is no longer available.

Your trait choices also affect your Sim's Lifetime Wish. The Lifetime Wish is the big dream your Sim hopes to grab. Depending on the combination of your traits, you have five different Lifetime Wishes to choose from.

There is no obvious mathematical formula for determining which traits combinations result in which Lifetime Wishes you are offered, but common sense plays into it.

Selecting the Bookworm trait makes it more likely your Sim will be offered the Illustrious Author Lifetime Wish.

Traits



Flirty Sims are constantly looking for romance and are most often quite successful in this endeavor.

There are 63 possible traits to choose from in The Sims 3. Traits include personality triggers such as Brave, Frugal, Loner, and Unlucky.

They range from positive to negative with a handful of relatively neutral traits somewhere in the middle.

Because these five traits not only make up the core of your Sims' personality but also affect what Lifetime Wishes are available to them, consider how they might factor into the kind of life you'd like to live inside The Sims 3.

Lifetime Wishes

At the very end of the Create a Sim process, you select a Lifetime Wish for your new Sim. This wish is the Sim's main goal in life—it is the dream that ultimately defines them.

While you do not necessarily have to play the game strictly to satisfy these wishes, they do give you some structure. Plus, fulfilling a Lifetime Wish rewards your Sim with Lifetime Happiness points—a lot of them.

Lifetime Happiness points are a currency that your Sim banks when you help them satisfy smaller wishes or maintain high spirits.

While you can amass a lot of Lifetime Happiness points by fulfilling the day-to-day wishes and making sure your Sim is consistently happy, there is no bigger payout than the Lifetime Wish.

Note

You can create multiple Sims at the beginning of a game and then define their relationships within a single household, such as spouses, house mates, siblings, and parents. Families and house mates share Simoleons.

Basics

Basics Introduction

Once you create a Sim and a place for them to call home, it is finally time to venture into the world and start living it up. The journey will not always be easy, but it will be full of fun and surprises.

However, before taking on that first brave day, you need to be familiar with a handful of terms that will not only appear throughout this entire guide, but also be critical to succeeding within the game.

Basics

Required Reading

Wishes: Every Sim has desires, both immediate and long-term. When you created a Sim, you gave it a Lifetime Wish. However, Sims also come up with smaller wishes each day that they would love for you to help them fulfill. Fulfilled wishes boost your Sim's mood and award Lifetime Happiness points.

Lifetime Happiness Points: These are the ultimate barometer of your Sim's fulfillment. When you complete a wish, your Sim earns Lifetime Happiness points. You also earn these points when you boost your Sim's mood over a certain threshold. Lifetime Happiness points can be traded in for Lifetime Rewards, which affect your Sim's personality and aptitude.

Skills: Sims can learn a variety of talents, such as writing, fishing, painting, and athletics. These skills are often tied into careers or hobbies. Certain activities increase your skill ranking. You can track your Sims' skills in their Skill Journals.

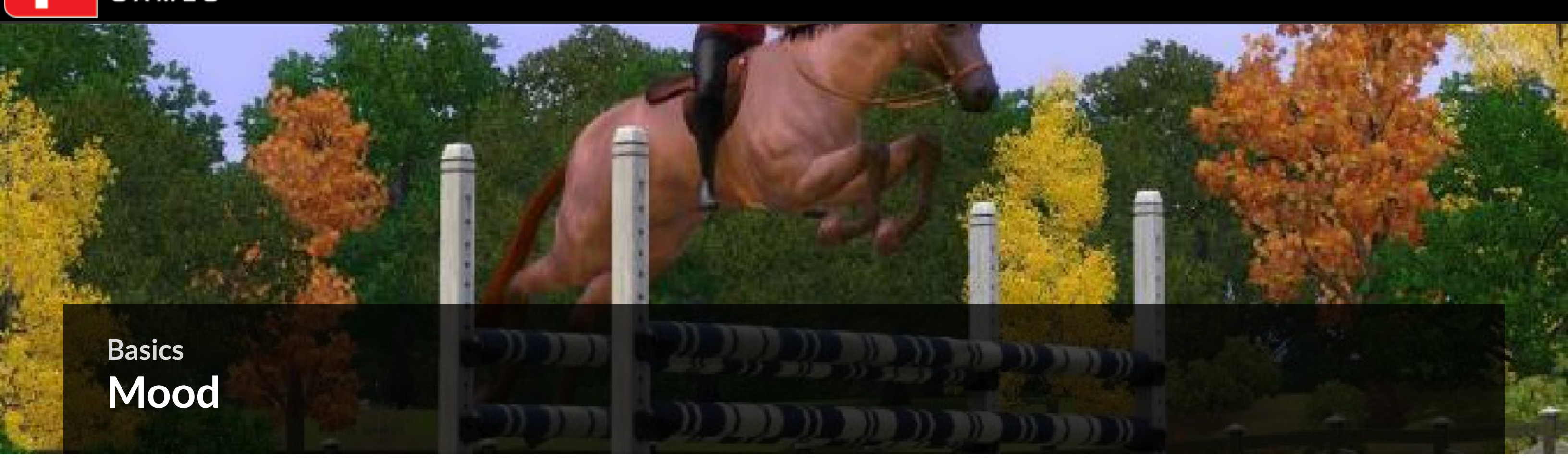
Careers: In order to maintain their households, Sims must have a constant source of income. Careers provide that. There are a multitude of career tracks in Sunset Valley, from athlete to journalist. Sims can also seek out part-time jobs or turn their skills into moneymaking opportunities, such as penning books from home. Each career has several levels of promotion.

Opportunities: From time to time, Sims encounter opportunities that result in rewards when completed. Opportunities are typically related to careers and skills, but special opportunities pop up just by exploring Sunset Valley and talking to people. Rewards include job promotions, physical objects, Simoleons, or relationship boosts.

Moodlets: The Sims 3 introduce a new measurement of your Sim's happiness—moodlets. Moodlets are factors that affect your overall mood. They are good, bad, and neutral. Most moodlets have a timer that denotes how long they affect overall mood. Some negative moodlets can be eliminated by correcting behavior or environment. To make your Sims' life better and earn more Lifetime Happiness points, adjust your Sims' life so they experience more positive moodlets.

Needs: As in The Sims™ 2, Sims have individual needs like Bladder, Hunger, Hygiene, Social, Fun, and Energy. These needs are affected by environment, activities, and relationships. While mood and moodlet take center stage in making sure your Sim is happy, don't neglect basic needs. When buying objects for your lot, be sure to keep an eye on how certain objects affect specific needs. For example, a nicer bathtub or shower will increase your Sim's Hygiene rating.

Socials: Socials are the interactions that take place between Sims. There are literally hundreds of socials. Not all socials are available right away. Some are unlocked by developing skills. Other socials are activated by the traits you give your Sims. Use socials to direct a conversation and engage other Sims, paying attention to their likes and dislikes so you can build better relationships. Who knows what could happen? Playfully teasing the right Sim could lead to a lifelong love, while joking with a sourpuss could result in a new nemesis.



Basics

Mood

There are a handful of ways to measure your Sim's life progress, such as Simoleons or the current career promotion, but mood is how you measure your Sim's immediate condition. Your Sim's happiness and/or misery is displayed right there on the Mood meter—shaped like an upside-down exclamation point—which turns green when the Sim is pleased and bright red when something is seriously amiss. There is a yellow point in the middle of the Mood meter that gives you a warning. Inject something fun or enjoyable into your Sim's day or mood will continue to plummet.

To succeed in life, you must keep your Sim happy. Pushing the Mood meter in to the green indicates happiness. And if you can boost the Sim's mood all the way into the "bubble" at the top of the meter, then you know your Sim is truly happy. As long as the Mood meter is in that bubble, the Sim accumulates Lifetime Happiness points. This lasts until the mood drops out of the bubble, even if the Sim is still shown to be happy by a largely green meter.

Moodlets

Mood is a bird's-eye view of everything the Sim is feeling at that given moment. Moodlets are slivers of that mood. These smaller emotions, feelings, and cravings are not passive indicators—these are real-time assessments that should never be ignored.

Some moodlets demand immediate attention, such as moodlets that indicate hunger or a lack of hygiene. These negative moodlets contribute to a decreased overall mood, which affects so much of your Sim's life, such as their performance at work. Negative moodlets can typically be dispelled with an action, such as taking a shower to get rid of the Grungy moodlet.

There are three types of moodlets: positive, neutral, and negative. To keep mood up, you need to do more things that inspire positive moodlets. Moodlets have varying degrees of effect on overall mood. Some moodlets are very minor and do not necessarily cause a mood swing. However, these little annoyances can add up to an unhappy Sim if they are ignored. To combat these, rectify any conditions causing a negative moodlet and seek out activities that cause positive moodlets.

Moodlets are timed—they only last for a certain time before they either vanish, or in the case of several negative moodlets, lead into worse moodlets. While a moodlet is active, it contributes to the overall mood. There is no state of decay. As soon as the timer on a moodlet expires, that moodlet's effect on the overall mood vanishes.

Mood Boosting Tips and Tricks

We have collected a host of suggestions for increasing the appearance of positive moodlets as well as minimizing negative moodlets. Because a good mood has such a far-reaching effect, use these tricks to maintain a smile on your Sim.

Food Boosts

The simple act of eating can have a very positive effect on your Sim. Not only does it negate hunger, but quality food can also put a Sim on cloud nine (or clouds one through eight, depending on how good the meal is). Here are some tricks for maximizing mood through eating:

Develop the Cooking skill . As your Sim approaches level 10, they make higher and high quality meals. Quality meals result in the Good Meal, Great Meal, and Amazing Meal moodlets depending on the skill of the cook and the number of times the recipe has been prepared.

Sims get better at a recipe the more they make a dish . Fortunately, they do not get tired of eating the same thing so if your Sim masters a dish like Goopy Carbonara and keeps making it, Sims get moodlet boosts for eating it.

Place leftovers in the fridge . Or Perfect recipes and eat them whenever the Sim is hungry. Buying a more expensive fridge helps leftovers keep longer so you waste little time making additional servings every day and can enjoy a quick mood boost from eating good food.

When a Sim finally reaches level 10 of the Culinary career, they get a special fridge that not only keeps leftovers for a long time, but Sims get the Superior Equipment moodlet just for walking past it.

If your Sim makes a new recipe and does a poor job resulting in a disgusting meal, don't eat it. Just rely on a quick meal to satiate hunger. The Sim is sad over wasting food, but the mood hit for the Nauseous moodlet is worse.

At level 10 of the Cooking skill , Sims can buy the Baked Angel Food Cake recipe. Eating a serving of this recipe results in the Warm Fuzzies moodlet, which gives an easy mood boost for five hours.

Eating out at the diner or bistro always results in a food-related mood boost. Sure, it costs Simoleons, but the eight-hour moodlet boost will pump up your Sim's overall mood. Try eating at the bistro or diner before going to work for an extended mood boost.

Dining at the bistro occasionally (but not too often) results in the Divine Meal moodlet. This moodlet boost lasts for an entire week and offers +75 to your Sim's mood. Talk about a happiness generator.

Feed Ambrosia to your Sims so they get the coveted Divine Meal moodlet. The recipe is available from the bookstore once Sims reach level 10 of the Cooking skill. However, the recipe does not come cheap. It costs §12,000 and it's worth every single Simoleon.

No time to cook? Just grab a quick snack. If you let your Sim get too hungry, they get the Very Hungry and Starving moodlets. These negative moodlets last a long time and are terrible to have, especially before going to work.

In addition to buying a good fridge , splurge on a good stove. This reduces the chances of preparing a meal that results in the negative Uneven Cooking moodlet while working on new recipes.

Environment Boosts

Sims are affected by their surroundings at home. You can boost mood by making sure your Sims have a pleasant pad. Sure, it may cost a little money to get the best stuff and make your Sims happy, but maxing out mood is almost always worth the expenditure.

Sims love new stuff. In fact, buying a new object for the house results in the appropriately named New Stuff! moodlet, which is a quick mood booster.

Keep your lot clean. It doesn't take that long to pick up dishes or make sure objects in the bathroom are clean. Mop up puddles right away, too. Dirty houses result in negative moodlets like Filthy Surroundings. Walking through a dirty house on the way to work is a real mood-killer.

Master the Painting skill so your Sims create Masterpieces. Masterpieces add huge environmental boosts to rooms that help foster the Decorated moodlets.

Spend some Simoleons on nice objects such as paintings and sculptures so Sims get the Decorated moodlets just for passing through a room.

Install a fireplace in your Sim's house. When Sims walk past it while a fire crackles, they get the Cozy Fire moodlet. If they linger near the fireplace, they get the Warmed moodlet.

Speaking of heat, if a gardening Sim grows a Flame Fruit and keeps it in their personal inventory, they always enjoy the Warmed moodlet.

Place a swimming pool on your lot. Sims get the Lovely Pool moodlet when they are near it.

Buy the rubber duckie from the supermarket and place it on the tub in your house. Every time Sims take a bath, they get the Duck Time Fun moodlet. That's an easy mood booster.

All Sims like music. Place a stereo in your house and play music for your Sims so they get the Enjoying the Music moodlet. The potency of this moodlet increases with the quality of the stereo. If a Sim with the Handiness skill upgrades the stereo so it plays music in all rooms, all Sims in the house enjoy the moodlet boost when music is played.

In addition to digging on music from a stereo, Sims also like the sound of the guitar. A skilled musician can cause the Enjoying the Music moodlet, too.

Not all chairs are created equal. When browsing the chairs, look at the comfy rating. The higher the rating, the comfier the chair. (And, chances are, the more expensive the chair, too.) However, spend the extra Simoleons for the comfy chairs and sofas. Sitting in one—even for just a few moments—results in the Comfy moodlet.

Your Sim gets the Pristine Picture moodlet boost from watching a quality TV. If a handy Sim tinkers with it, the chance of getting this moodlet increases. It's another easy way to boost overall mood.

Social Boosts

With the exception of Loner Sims, Sims love to be social. Many positive moods come from being a gadfly or a schmoozer, so consider these tricks while dealing with other Sims. Your next social interaction could put your Sim's mood up into the green!

Parties put Sims in good moods. If you put together an awesome party that your guests enjoy, you get the Threw a Great Party moodlet, which lasts an entire day.

Know a Sim who is a Great Kisser? A little smooch from this Sim results in a nice little moodlet, Great Kiss. On the way out the door, that's an easy pick-me-up.

Meeting a new Sim is always enjoyable, but when your Sim converts that acquaintance into a friendship, they can enjoy the New Friend moodlet. So, get out there and socialize. Just watch out for clumsy conversations so you don't end up with negative moodlets like Embarrassed or Boring Conversation.

If you have multiple Sims in your household, have them stop and compliment each other for a moment to get the Flattered moodlet.

Need Boosts

Each Sim has six primary needs. Addressing these needs often boosts the overall mood. Because we already dealt with food-related mood boosts, these strategies are related to the remaining needs.

It's tempting to push your Sims to the limits of sleep in order to squeeze as much into a day as possible. However, getting a full night's sleep gives the Well Rested moodlet for a full 10 hours. That's a great moodlet to have before going to work.

Got a spare hour? Take a nap. The Had a Nice Nap moodlet is a quick fix that adds a nice mood bump for a few hours.

Obviously, Sims like to have fun. Giving your Sim something to do they enjoy (often related to traits, such as giving a good book to a Bookworm) will bring on the Entertained moodlet. Keep it up for six hours and that moodlet turns into the Having a Blast moodlet, which is an even bigger mood booster.

Hygiene is an important need. It's not just that Sims do not like being around stinky Sims, but taking care of Hygiene needs can often result in a positive mood boost.

The Minty Breath moodlet boost is a quick hit for very little effort. Just brush your Sim's teeth at any sink. Make it a habit.

Buy a quality shower and enjoy the Exhilarating Shower moodlet boost. Get this right before heading out the door to work (along with a quality meal) to have a great day at the office.

Whoa—is your Sim afflicted by the Strained moodlet? Get rid of it as soon as possible with a massage or fun activity!

Out and About Boosts

There are many ways to boost your Sim's mood outside the house. Many community lots such as the theater have positive effects on mood, so if your Sim is down in the dumps, try these suggestions for turning that frown upside-down:

If your Sim has the Loves the Outdoors trait, just going out into nature results in the One with Nature moodlet. It's an easy mood booster achieved by just going outside, so consider making sure your Sim has this trait.

Visiting a city park gives Sims the Beautiful Park moodlet. It offers a nice mood bump. However, you can kick your mood up another notch by bringing a stereo when heading to the park. Place the stereo on the ground near your Sim and play some music. Now your Sim not only gets the Beautiful Park moodlet, but also the Enjoying the Music moodlet.

Many facilities such as the theater or science facility offer tours. If your Sim has a trait that is related to the location, take the tour and enjoy the Impressed and/or Fascinated moodlets.

The day spa is a positive moodlet factory. Buying treatments at the day spa results in a variety of moodlets—all of them positive. The more expensive the spa treatment, the better the effect. The body treatments, for example, result in the Rejuvenated moodlet. If you spring for the top treatment, you can get up to +100 on your mood for 24 hours. You are effectively buying happiness!

Go to the movies! This is a cheap way to get an extended mood boost called Saw a Great Movie. It lasts for 16 hours, so if you catch a flick the night before work, you'll enjoy the effect of the moodlet for the majority of the next day's shift.

On your way out of the house , stop by the mailbox and donate some Simoleons to charity. The more Simoleons you donate, the bigger the boost from the Charitable moodlet. The moodlet lasts an entire day, so it's an effective way to pump up a Sim.

Needs

Needs are not as central to The Sims 3 as they were in previous editions of the series. Needs are still important—after all, Sims gotta use the bathroom and eat when they are hungry—but these needs now manifest themselves through moodlets. For example, when a Sim is terribly hungry, they let you know through the Hungry moodlet that appears right in the moodlet box that is always visible.

There is still a Need panel you can reference to get a closer look at exact need levels. This a helpful way to head off a potential negative moodlet. There are six needs to monitor: Bladder Hunger, Energy Hygiene, Fun Social.

Each need in the Needs panel is accompanied by a meter that shows you the exact level of the need at that moment, such as whether or not the need is being met (the meter appears green) or the need has been ignored for far too long (red). If you check in on the Needs panel and you see that the Hunger meter is yellow, the satisfaction of that need has dropped below 50 percent and is on its way to red territory. When that meter turns red, a negative moodlet associated with that need appears and the Sim's overall mood takes a hit.

Caution

While more attention is paid to moodlets, you ignore the Needs panel at your own risk. Just pop into the Needs panel and survey the satisfaction levels, thus heading off a negative moodlet.

Basics

Wishes

It is through wishes that Sims feel both fulfilled and productive, but not all wishes are equal. In fact, there are other ways to define a Sim's life besides Lifetime Wishes. The day-to-day desires of Sims are also very important, such as the desire to chat with another Sim or learn a new recipe. These smaller wishes commonly factor into the overarching Lifetime Wish, and also help with skill development and the career advancement.

Fulfilling a promised wish to a Sim results in the acquisition of Lifetime Happiness points. The reward is not nearly as much as a Lifetime Wish, but the points from fulfilling smaller wishes really add up over time.

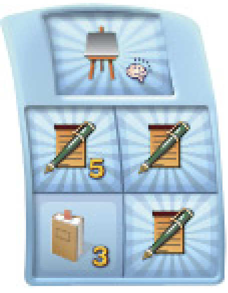
Note

Not every wish is worth the same number of Lifetime Happiness points to every Sim. Depending on a Sim's wants, traits, and needs, a wish is worth a different amount than it would be to another Sim.

Making Wishes Come True

Almost as soon as your Sims move into their new houses, they start expressing wishes and desires via the Wish panel at the bottom of the screen. Sims can have up to four active wishes at any time and express one in the arched bubble above the Wish panel. To promise a new wish to a Sim, left-click on it. That moves it into the Wish panel. If you find an incoming wish more appealing than a promised wish but have no more empty slots, right-click on one of promised wishes to remove it. There is no penalty for getting rid of a promised wish.

The Wish panel



Caution

You cannot undo a denied wish—once it's gone, it's gone. It may come back later, but don't count on it.

Once added to the Wish panel, a wish stays there until it is either fulfilled or denied. The number of Lifetime Happiness points for a promised wish do not deteriorate over time either. If you hold on to the Have a Baby wish for several days before attempting to fulfill it, it is still worth the same number of Lifetime Happiness points as the first moment it appeared.

Wishes are not universal. Every Sim wants different things, although you may see similar wishes appear within Sims in the same household that have similar traits, skills, or careers. Ages also affect the wishes, as a child will want different things than an adult. It is also important to note that some promised wishes disappear when a Sim ages up. Because the Sim is moving into a new age group and possibly gaining a new trait that affects personality, that Sim is likely to have totally different desires.

Lifetime Happiness Points

Whether you accumulate Lifetime Happiness points by boosting mood up into the bubble or by fulfilling wishes, they all go into the same pot. These Lifetime Happiness points can then be traded for Lifetime Rewards, which are a collection of special objects, skill modifiers, or personality tweaks that can make your Sim's life easier or send it spiraling into an entirely new direction.

Basics

Opportunities

As you live each day, your Sim encounters opportunities related to social situations, careers, and skills. These opportunities often come out of nowhere—just as they do in real life. Opportunities provide short-term goals, but they are not mandatory. There is no penalty for dismissing an opportunity or for not completing an opportunity. However, because each opportunity has a reward, such as Simoleons or a promotion, it pays to pursue them as best as you can.

Note

You get many opportunities from being social, so definitely get out there and mingle.

Many opportunities are time-sensitive. If you are presented with an opportunity with a time limit, such as participating in a cook-off, you are given the deadline right up front. Keep these deadlines in mind because many opportunities actually require a little work. You cannot expect to complete an opportunity with just 10 minutes left on the clock.

To track your active opportunities, use the Opportunity panel. There are three opportunity categories: skill, career, and special. You can only have one opportunity in each category at a time. You cannot stack opportunities or bank them for later.

Skills

Skills Introduction

Sims love to learn—they are just waiting for a little nudge from you. Sims can pick and eventually master a variety of skills, from writing to gardening to learning how to play the guitar. Learning a skill is a good way to shape a Sim's personality, especially if the skill is aligned with a specific trait, such as the Gardening skill and the Green Thumb trait. Skills are also a great way for Sims who do not want a traditional career to make money and contribute to the household. Some skills can also be treated as part-time jobs, like growing harvestables or working on a novel.

Development

Any Sim can learn any skill—all it takes is a time commitment and a drive to be the best. Some traits help a Sim master a skill sooner or at least more efficiently. For example, the Bookworm trait lets Sims read faster, which helps speed the process of learning from books.

Some skills can be first learned by reading a book or taking a class, which gives you a full level boost. Learn the first few levels of a skill by doing. When the levels are getting harder to attain, attend a class or pick up a book. You will reduce the time required to reach that next level.

Use public equipment whenever possible to save money early in your Sim's life. The Athletic skill, for example, is improved by using gym equipment.

Sims learn a little faster when they are in a good mood, so do things that give Sims positive moodlets before and while trying to master a skill. For example, learning the Logic skill by playing chess at the park can give your Sim the Comfy and Beautiful Park moodlets.

Cheap equipment can slow skill development. At first you may only be able to afford a cheap stove, for example. But when you can afford it, trade up. Your Sim will learn a little faster.

Skill Journal

Sims don't start out with any skills. When a skill is first learned, it is added to the Skill panel, and an entry in the Sim's Skill Journal tracks the development of the skill. The journal charts more than current skill level, though. Skills that produce tangibles, such as Writing or Painting, have each created work logged in the journal. Other journal entries track time spent doing various activities. The Skill Journal also details Skill Challenges, which are specific titles bestowed on a Sim who completes a set of requirements.

Skills

Athletic

Want to feel the burn? Develop the Athletic skill to positively affect your Sim's health in a variety of ways, from body shape to longevity. There are two types of exercise: strength and cardio. Using the weights improves muscle definition, while cardio drops pounds.

- **Acquire by:** Take Athletic Class, Use Exercise Equipment, Swim, Workout with TV, Workout with Stereo
- **Development tools:** Shut-In Treadmill, Exercise Queen, Pool, TV, Stereo

Development Benefits

Developing the Athletic skill is essential for the Professional Sports career, but it's also useful for the Law Enforcement career. If Sims want to excel at work, they must hone this skill on home equipment, at the gym or pool, or on the machines at the stadium. Sims can also exercise at home with the TV or a stereo, but the workout is not as effective as one with dedicated equipment. The higher the Sim's skill, the longer they can exercise without earning the Fatigued moodlet.

Here are the benefits of developing the Athletic skill:

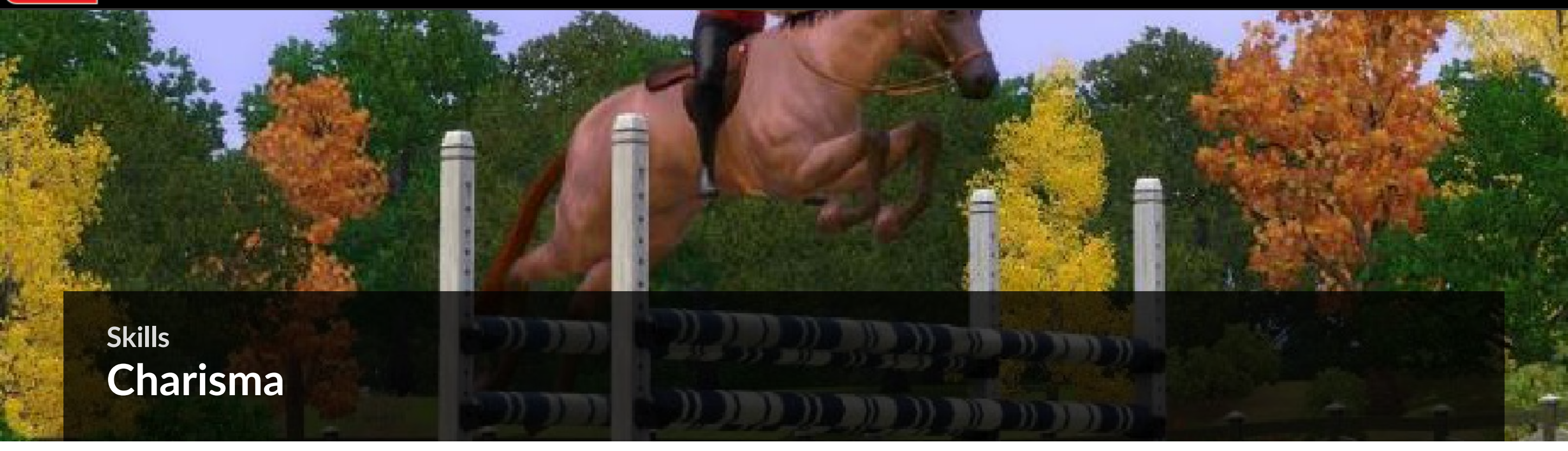
- **Level 1:** As soon as Sims hit the first level of this skill, they can choose to jog to locations as exercise.
- **Level 3:** Sims can earn the Pumped moodlet from extended workouts once they reach level 3.
- **Level 5:** Once Sims reach level 5 of the development ladder, they also run faster when directed around town on foot via the Go Here interaction.
- **Level 6** : At level 6, athletic Sims learn the Train interaction, which lets them help other Sims improve their Athletic skill. It requires an exercise machine. When another Sim is getting trained by a level 6 athlete, the exercising Sim loses weight and gains Athletic skill faster than if they were exercising alone.

As the Athletic skill is developed, Sims earn new "tones" for workouts. These special tones modify a workout, which can lead to earning or avoiding certain moodlets. The Don't Break a Sweat tone is good for minimizing the amount of Hygiene decay so the Grungy moodlet doesn't kick in as soon. Use these tones to get the best possible workout for the current situation:

- **Don't Break a Sweat (Level 1):** Bad Hygiene is a real problem with extended workouts. Use this tone to work out without a heavy Hygiene decay.
- **Good Pacing (Level 3):** Good Pacing lets you increase the length of a workout before the Fatigued moodlet takes effect.
- **Push Self (Level 5):** Use Push Self to increase the speed of building muscle, dropping pounds, and gaining skill. However, after Push Self is used, Sims wake up with the Sore moodlet.
- **Quick Burst (Level 7):** Quick Burst allows your Sim to get a lot of body shape change and skill much faster than usual, but the Sim gets fatigued and sore much more quickly as well. Working out with other tones until fatigued will always yield more skill and body shape change than working out until fatigued using Quick Burst, but Quick Burst gives you faster skill gains.

Skill Challenges

- **Body Builder:** Body Builders have dedicated at least 60 hours to strength workouts. This dedication pays off, because they are never fatigued after strength workouts.
- **Marathon Runner:** Marathon Runners must run at least 500 kilometers before they earn this title. However, accomplishing this incredible feat guarantees them a longer, healthier life.
- **Fitness Nut:** Fitness Nuts have spent 75 hours focusing on cardio workouts. All that time experiencing the burn means they are no longer fatigued after cardio workouts.



Skills

Charisma

Everybody knows someone who can breeze into a room, seamlessly enter any conversation, and suddenly become the focal point. The key to such feats is Charisma. This skill is essential for Sims who want to effectively socialize. Tuning this skill unlocks new social interactions that simplify befriending other Sims and developing meaningful relationships.

Acquire by: Take Charisma Class, Read Charisma Manual, Practice Speech in a Mirror

Development tools: Books, Socials, Mirror, Parties

Development Benefits

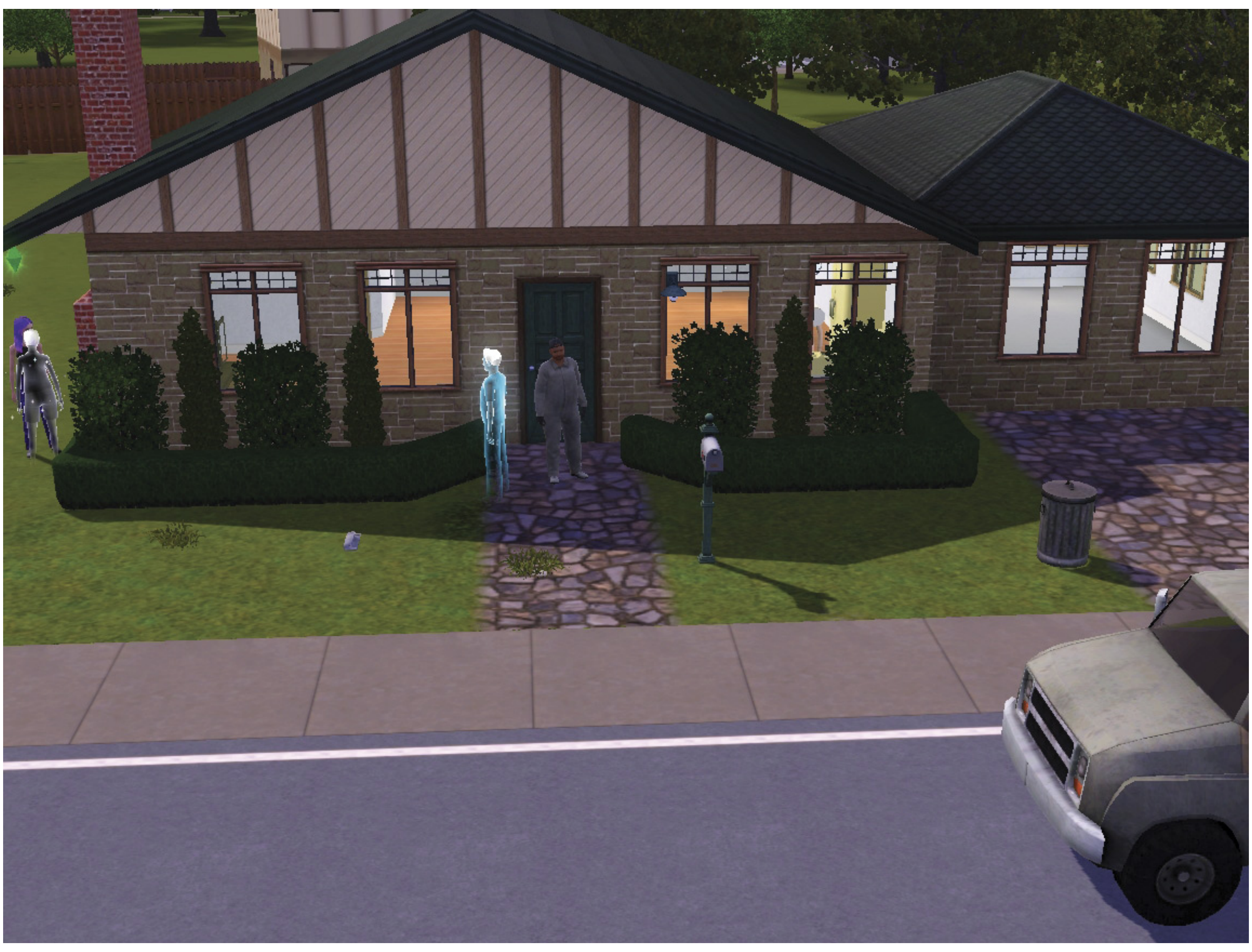
Enhancing the Charisma skill opens exciting new avenues of conversation as well as a special social that guarantees a smooth recovery from any conversational snafus. However, developing the skill requires more than just taking a class and then practicing your charismatic moves with a book or by talking into the mirror. It requires making friends and maintaining relationships during the course of the skill development. Each level of the skill requires a specific number of friends and relationships. Without these connections, you cannot advance up the skill tree, no matter how long you practice that wolfish grin in the mirror.

Tip

Sims who develop the Charisma skill increase the effectiveness of social interactions at work, such as Meet Co-Workers or Suck Up to Boss.

Note

Whenever you use a positive social, the Charisma skill gets a little boost.



Practice your Charisma skill by working on your speech in the mirror at home.

Charismatic Sims get additional greetings that start a conversation right, such as Amusing Introduction and Friendly Introduction. These greets are more potent than regular greets. As the skill develops, more greet modifiers appear that increase the social weight of the greeting and can steer the conversation.

Three special socials unlock as you develop the Charisma skill. Once you reach a specific level, you learn these new socials:

Charming Introduction (Level 1): Sometimes, introductions are the toughest part of the conversation. Sims with high Charisma levels become more adept at introductions, as seen by the modified greets. Once charismatic Sims reach level 10, their Charming Introduction rockets them into Friend status right away.

Get to Know (Level 3): This social helps with discovering the traits and interests of other Sims. Once learned, this social becomes more powerful as the Sim approaches level 10 of the skill. Eventually, there is no possibility of rejection when inquiring about traits and interests.

Smooth Recovery (Level 5): Oops. You said the wrong thing. If you have the Smooth Recovery social, you can try to revive the conversation. If may not always work, but as the skill nears level 10, the chance of success increases.

Skill Challenges

- **Celebrity:** Celebrities are Acquaintances with at least 25 local Sims. Celebrities build relationships faster due to a hefty starting relationship bonus.
- **Personable:** Personable Sims have learned at least 50 traits of their friends and neighbors. They learn traits more quickly when conversing with new people.
- **Super Friendly:** Super Friendly Sims can honestly say they have at least 20 Friends. It seems like an impossibly large number of relationships to juggle, but for Super Friendly Sims, friendships never decay.
- **Everybody's Best Friend:** To be Everybody's Best Friend, have at least 10 Best Friends. Your Friends skip Good Friend and jump immediately to Best Friends.
- **Comedian:** Comedians have successfully told 100 jokes, which amounts to quite a few laughs. Jokes told by Comedians rarely fall flat.

Skills

Cooking

Save for using the bathroom and sleeping, no activity is more crucial to a Sim than eating. Food is a central part of every Sim's life, so having a Sim around who can actually cook is a boon to everybody's mood. However, very few Sims are awesome in the kitchen right away—even those with the Natural Cook trait. Cooking must be practiced. It's hard work, but it has great rewards. Very few things offer a pick-me-up quite like a good meal.

- **Acquire by:** Class, Prepare Meals, Read Cookbook
- **Development tools:** Books, Meal Preparation Interactions, Foodstuffs, Recipes

Development Benefits

Sims must eat to survive. At first, Sims have access to just a handful of recipes, but can also just grab quick meals out of the fridge. Quick meals have zero prep time, are eaten quickly, and reduce hunger. However, quick meals and snacks do not help develop the Cooking skill, nor can they be served to groups of Sims like a full meal.

Tip

Ditch the cheap stove as soon as possible so you stop getting the Uneven Cooking moodlet. Plus, more expensive stoves help with both the speed of preparing a recipe and the quality of the end result.

The shortcomings of quick meals make developing the Cooking skill so important. Not every member of a household needs to excel at the skill, but a general acquaintance with it is very useful. Prepared meals build the Cooking skill while being made, can serve groups of Sims, and if made well, can improve mood.

Quality of Food

As the Sim develops the skill, the food they make improves. The more recipes learned also improves the variety of dishes served, which has a positive effect on every Sim who eats them. When a Sim first tries to cook a recipe, there is a good chance they will fail and create a disgusting version of the dish. It is still edible, but it hits Sims with a negative moodlet. A recipe's quality is affected by the Sim's level of Cooking skill and the number of times they've cooked the dish. Eventually, a dish the Sim once botched will provide great happiness, inspiring moodlets such as Good Meal and Amazing Meal.

Tip

Recipes that use harvestables grown by a Sim with the Gardening skill also use the quality of the harvest to determine the quality of the meal. The better quality the harvestable, the better the meal.

Recipes Learned

Tip

Two types of recipes are opened by developing the Cooking skill: learned recipes and acquired recipes. Learned recipes are purchased in the bookstore, but cannot be opened until the skill reaches a specific level. The acquired recipes are those automatically gifted when the Sim reaches a specific cooking level.

Note

All recipes are tracked in the Cooking Skill Journal, including the number of times each recipe has been made.

Tip

At level 10 of the Cooking skill, you can learn the coveted Ambrosia recipe. This special recipe requires Life Fruit and Death Fruit. If Ambrosia was made properly, eating it will extend your Sim's life a little during the current age.

Skill Challenges

- **Star Chef:** Star Chefs have prepared at least 50 meals, so they clearly know their way around the kitchen. The dishes they prepare are higher quality and thus more pleasing.
- **World-Class Chef:** World-Class Chefs have prepared at least 75 dishes and are masters of the kitchen. World-Class Chefs prepare meals significantly faster.
- **Menu Maven:** Menu Mavens have learned to prepare all recipes. Recipes are earned by improving the Cooking skill and can be purchased at the bookstore. Menu Mavens prepare higher quality food.

Skills

Fishing

The Fishing skill is good for three things: keeping food on the table, earning money, and relaxing. Sims with the Angler trait have a head start on other Sims who pick up a rod and reel, but any Sims can take a class to advance the Fishing skill or just plop a bobber in the water and start learning through experience.

- **Acquire by:** Take Fishing Class, Read Fishing Book, Fishing
- **Development tools:** No tools needed

Development Benefits

The Fishing skill begins one of three ways: reading a book, taking a class, or just going out to a body of water and using the Fish interaction. Once the Fishing skill is underway, the skill increases either by continued reading or continued fishing. Just having a hook under the surface is enough to develop the skill, but this is a slow way to learn. The skill actually gets a bump when you catch a fish. And the bigger the fish, the bigger the skill bump.

Tip

Certain traits in addition to Angler affect the Fishing skill. Loves the Outdoors Sims get great moodlets from just being outside and fishing. Hates Outdoors, Easily Bored, or Clumsy dampen the ability to catch fish.

When a fish is hoisted out of the water, the Sim holds it up and the weight of the fish is automatically logged in the Skill Journal. If it's a new type of fish, that is also noted.

Once the Sim reaches level 3 with the Fishing skill, they can choose the Bait interaction at the water's edge to use a specific type of bait while fishing. Bait is essential if a Sim hopes to catch more than just the basic fish. Gaining levels also unlocks the ability to catch certain fish. However, just unlocking a type of fish does not guarantee actually catching it.

Using any bait slightly increases the chance of catching all fish. It also drastically increases the chance of catching the fish that loves that specific bait type. Higher quality bait tends to catch bigger fish, but only for fish that specifically like that bait. So use Perfect bait to catch the biggest fish. You can also use bait to catch fish that are somewhat higher level than your Sim's Fishing skill. Sims can catch fish up to 3 levels higher than their skill by using the right bait, although it will be harder to catch those fish until the Sim is higher skill.

Skill Challenges

- **Amateur Ichthyologist:** Amateur Ichthyologists have caught at least one of every fish type. Their deep understanding of marine life helps them catch the bigger fish.
- **Commercial Fisherman:** Commercial Fisherman have caught at least 350 fish. They catch more fish in less time than normal Sims.

Skills

Gardening

Gardening is a great skill for Green Thumb Sims, Sims who want to cook, and Sims who like the outdoors. This skill tree lets you turn a backyard into a harvestable-growing paradise. But gardening is a lot of work and takes time to master.

- **Acquire by:** Take Gardening Class, Read Gardening Book, Plant Seed
- **Development tools:** Gardening Books, Seeds

Development Benefits

Learn the Gardening skill by taking a class or reading a Gardening book. You can also plant a seed and cultivate it to start developing the skill. Once the skill has been acquired, Sims can choose the Plant interaction from seeds and other harvestables in their personal inventories. Once a seed has been planted, Sims can water it. As they continue leveling, they unlock two more critical interactions: Weed and Fertilize.

Here are the unlockable interactions or specials for the development of the Gardening skill:

- **Weed (Level 2):** Once the Weed interaction is unlocked, Sims can pull up choking weeds before they damage a harvestable. The higher the skill level, the less time it takes to clear weeds around a plant.
- **Fertilize (Level 3):** Fertilizing is key to growing the best harvestables. No one fertilizer is better for a particular plant. The quality of the fertilizer is what affects the potential growth of the harvestable.
- **Uncommon Seeds (Level 5):** Once the Sim reaches this level, they can plant uncommon seeds.
- **Revive Plant (Level 6):** If a Sim has the Green Thumb trait, this interaction is unlocked at level 6. A dying plant can be rescued with a pretty high success rate by using this interaction on it.
- **Rare Seeds (Level 7):** Once the Sim reaches this level, they can plant rare seeds.
- **Special Plants (Levels 8, 9, and 10):** At level 8, you get the first of three special gardening opportunities from the chef at the bistro. There is one opportunity per level: 8, 9, and 10. Once all three have been completed, the Sim receives Omni Plant seeds and the ability to plant them.

Note

What's an Omni Plant? Imagine a plant that grows into whatever fertilizer you give it. Give the Omni Plant a book and the Omni Plant will soon blossom great texts.

Tip

Grow garlic and watermelon for simple cash crops. Just keep planting the highest quality of these harvestables and churn that garden until it becomes a money machine.

The better care you give a plant and the higher your Gardening skill level, the better quality fruit a plant produces. Plants range from Horrifying to Perfect, just like prepared recipes from the Cooking skill. Better quality harvestables are worth more when sold.

To raise the best harvestables, you must show no mercy with your plants. Keep growing as many as you can and dispose of the lowest quality ones, so you keep breeding higher quality harvestables. Combine this tactic with raising your skill level to keep growing better harvestables. Using quality harvestables in your cooking improves the quality of recipes, which in turn gives out better meal-related moodlets.

Seeds

Sims need seeds to grow harvestables. Not all seeds are easy to grow into successful plants, though. Sims must level up the Gardening skill to plant all types of seeds: common, uncommon, and rare.

Many seeds can just be bought from the EverFresh Supermarket, such as grape or tomato. Just buy the fruit and then plant it. However, Sims can also find seeds by exploring. Every morning, there are new seeds in new locations, so look around daily to see what's on the ground. The farther away from houses and commerce buildings Sims look, the more likely they are to find uncommon and rare seeds. Seeds are unknown when found. To discover what the seed will grow, it must be planted and nurtured. Once you grow a harvestable from a found seed, you recognize that seed in the wild.

Fertilizer

There are many different types of fertilizer to use on your plants to help them grow into high-quality harvestables.

Skill Challenges

- **Master Planter:** A Master Planter must plant every type of plant available. Once you have mastered the varieties, you can reduce weed growth significantly on future plants.
- **Botanical Boss:** Botanical Bosses must harvest at least 75 Perfect fruits and vegetables. The plants of Botanical Bosses almost never die from neglect.
- **Master Farmer:** Master Farmers have harvested at least 650 fruits and vegetables. The plants of Master Farmers remain watered and fertilized longer, meaning their gardens are more efficient.

Skills

Guitar

Who doesn't love the gift of music? A smooth jam lilting on a summer's breeze brings joy to all who hear it. So why not become the source of such aural pleasures by picking up the guitar and developing this skill. The Guitar skill can be enjoyed by any Sim, not just those who have embarked on the Music career.

Acquire by: Take Guitar Class, Play Guitar

Development tools: Guitar

Development Benefits

To get started on the Guitar skill, take a Guitar class or just pick up a guitar for the Sim's household. The guitar can slide into the Sim's personal inventory, so they can take it to the park or the beach.

Once Sims know how to play, they only have a few available compositions. Only by leveling up the skill does the Sim learn more music and eventually reach a point where they can buy sheet music from the bookstore and really play some impressive tunes. As the skill improves, the Sim gets better at playing music and makes fewer mistakes. Here's the level progression of the Guitar skill:

- **Level 1–4:** Sim learns at least two basic practice-level songs per level.
- **Level 5:** Sim earns three new songs—real songs that other Sims enjoy listening to.
- **Level 6–10:** Sim learns at least one new song per level and performs it without fail.

Level 5 is particularly important to this skill. At this level, the Sim stops just noodling around with the Play interaction and moves up to the Perform interaction. Other Sims get the Enjoying Music moodlet if around a performing Sim. Level 5 Sims can also Serenade other Sims, which is a romantic social that can aid a romantic conversation following the song's conclusion.

Guitar-playing Sims can also Play for Tips in public locations. This is not the most lucrative activity, but it does add some extra change to the household bank account. The higher your skill, the more you make in tips. To really make money with this skill, practice hard and be sure to socialize. Soon, you will receive opportunities to play at parties or venues. That's where the real money is.

Sheet Music

You can buy sheet music from the bookstore or earn it from opportunities and give it to your Sim to practice. To learn from sheet music, left-click on the music from the Sim's personal inventory and select the Learn interaction. The Sim starts playing the song and when the meter is full, the Sim knows the song by heart and can perform it.

Caution

Sheet music cannot be shared among Sims. Once sheet music is learned, it disappears.

Skill Challenges

- **Master Guitarist:** Master Guitarists learn to play every song awarded to them and available for purchase at the bookstore. After learning so many songs, they receive a special master track!
- **Guitar Star:** Guitar Stars must play at 10 parties and venues in the town to earn their title. Afterward, they earn more money for tips and performances.
- **Money Maker:** Earn §5,000 playing the guitar to earn a new master track to perform. Money can be earned through tips or by completing opportunities.

Note

If you have *Late Night* installed, you can also learn bass, piano, and drums. These skills play out just like the Guitar skill.

Handiness

Stuff breaks. But when it does, it's usually inconvenient. Sims with the Handiness skill are suddenly valuable folks to have around. The Handiness skill is good for repairing broken objects, and can even ensure against future calamity.

- **Acquire by:** Take Handiness Class, Read Handiness Book, Try to Repair an Object
- **Development tools:** Handiness Skill Books, Tinkering with Objects, Repairing an Object, Upgrading an Object

Development Benefits

Once the Handiness skill has been acquired via a course or a book, Sims can further develop it at home by either Tinkering with objects or attempting to Repair a broken object, such as a stove, stereo, dishwasher, or toilet. Any mechanical or electric object has the potential to break after every use. When an electrical object breaks, it typically smokes or sparks. A broken toilet is clogged and refuses to flush. When this happens, the Repair interaction becomes available.

When the Repair option is selected, a handy Sim will start working on the object. Depending on the level of the Handiness skill, the Sim risks getting electrocuted by the object. This causes the Singed moodlet, which drops the overall mood. (Remove this moodlet with a bath or shower.) The higher the Handiness skill, the less chance the Sim will be shocked while repairing the object.

This is the risk of trying to fix an electrical object when the Handiness skill has not been adequately developed.

A repaired object is not back to 100 percent. Once an object breaks, it has started its steady downhill slide. The chance of a repaired object breaking again goes up. The more it breaks and is repaired, the higher the chance of repeat breaks until the object finally goes absolutely kaput and must be replaced.

Tip

If you're lucky, insurance will kick in a few Simoleons to cover the costs of replacing an object destroyed by fire.

Upgrading

Once the Handiness skill reaches level 3, the Sim learns the Upgrade interaction. Upgrading lets a Sim add a new effect or function to an existing object. This is not a universal interaction once learned. Subsequent levels after earning the Upgrade interaction unlock extra upgrades that the handy Sim can install. Upgrades can provide many benefits, from making an object unbreakable or self cleaning or fireproof to strictly improving it, for instance the stereo's speakers can be improved to produce a bigger Enjoying Music moodlet.

Tip

Each object can only have one upgrade at a time, so choose wisely.

At level 3, a Sim can add a self-cleaning upgrade to objects that get dirty, such as the stove or refrigerator. At level 6 of the skill, Sims can upgrade any mechanical/electrical object so that it is unbreakable with the Prevent Breakage interaction. This upgrade takes time, but doing so helps develop the skill. Success with these upgrades is not guaranteed. If the upgrade fails (there's a small chance of this happening) then the object is either broken beyond repair or gets dirty and must be cleaned. Finally, at level 10, the Sim gets a membership card to a guild. Build Mode objects are then 25 percent off.

Skill Challenges

- **Electrician:** Electricians have repaired at least 10 electrical objects. The experience gained means they will never be electrocuted by an electrical object again.
- **Plumber:** Plumbers have repaired at least 10 plumbing objects. They are so good at repairs that plumbing objects repaired by them never break again.
- **Tinkerer:** Tinkerers have finished at least 10 unique upgrades on household items. Installing the "Unbreakable" upgrade on multiple objects only counts as one unique upgrade, so it helps to experiment with different upgrade options! Tinkerers never fail when upgrading objects.

Skills

Logic

Intelligence is always a treasured asset, so pursue the Logic skill to improve your Sim's brainpower. The Logic skill involves the use of the telescope and chess set objects, but also gives Sims additional computer interactions.

- **Acquire by:** Take Logic Class, Read Logic Book, Play Chess, Use Telescope
- **Development tools:** Chess Set, Telescope, Logic Books, Computer

Development Benefits

The development of the Logic skill starts with attending the Logic class at the science facility, reading a Logic book, or playing chess at a chess board (at home or in a public location). This skill has many benefits beyond the ability to win chess matches. For example, this skill unlocks the Solve the Unsolvable interaction with the computer, which gives the logic-minded Sim a chance to earn some Simoleons at home. (This interaction is not a guaranteed success.)

As this skill is developed, it shortens the time it takes to develop other skills, with the exception of Athletic and Charisma. This skill also increases the chance of winning all varieties of games. Winning games gives Sims a mood boost.

At level 3 of the Logic skill, Sims have a new interaction with the telescope. They can now do more than just Stargaze, they can Search Galaxy. This is another money-making opportunity for Sims, as every new celestial body found earns them a little extra cash from the science facility. New finds are logged in the Skill Journal, too. When a Sim finds a new object in the heavens, they can name it.

At level 5, Sims unlock the ability to Tutor other young Sims: children and teens. Tutoring not only develops the Logic skill, but it helps the student and can provide a mood bump. Tutored Sims always do better in school, so if a child suffers from lagging grades, interacting with a logical Sim is a great remedy. If the mentored student has the Logic skill, too, they develop the skill while being tutored, but at a slower pace.

Tip

There is a "hidden" skill: Chess. Like other skills, the more you play chess, the better you get at it. You will soon start winning more and more games.

At level 5 Logic skill, Sims can start talking about the things they find while using the telescope. Talking about a celestial object is a friendly social that improves the building relationship between two Sims. However, for a real social bump, tell a Sim that you named a celestial object after them. This instant relationship builder helps with making new friends or developing a romantic relationship.

At level 10 Logic skill, the Sim can tutor any other Sim from teen to elder in any of the skills with the exception of Athletic and Charisma. The catch is that the logical Sim must also have the skill they are teaching and they cannot teach past their current level. For example, if Catherine has level 5 Writing skill, she cannot tutor Chris past level 5. This development process is much faster than reading a skill-related book but not as fast as actually practicing the skill.

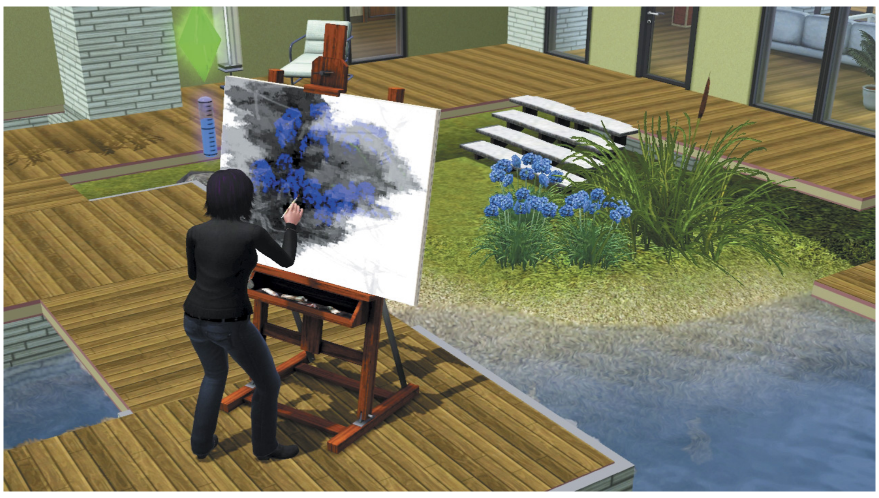
Skill Challenges

Grand Master: Chess Grand Masters have reached the coveted fifth level of the competitive chess circuit. Those who engage Grand Masters in chess improve their abilities in Logic and Chess twice as quickly.

- **Celestial Explorer:** Celestial Explorers have discovered 20 celestial bodies through their telescope. Their extensive knowledge of the heavens allows them to discuss the stars with their friends and neighbors.
- **Teacher Extraordinaire:** Teachers Extraordinaire have spent at least 20 hours tutoring young Sims. Because of this, they are twice as effective when tutoring.
- **Skill Professor:** Skill Professors have spent at least 30 hours tutoring other Sims in different skills. Because of this, they are twice as effective when teaching skills to others.

Skills

Painting



One of the hardest skills to develop, Painting is also one of the most rewarding. Watch in wonder as Sims create works of art before your very eyes, working from inspiration they gathered from themselves or your own input. Like Writing, this is a personalized skill that requires a lot of direction from you. But once this skill is mastered, it's not only satisfying, but very lucrative. Great paintings can sell for a pretty penny.

- **Acquire by:** Take Painting Class, Practice at Easel
- **Development tools:** Easel

Development Benefits

The Painting skill is actually fairly easy to acquire, but it is not exactly cheap. You must either pay for a Painting class at the community school or spring for an easel. With an easel, use the Practice interaction on the easel to pick up a brush and just mess around. After a considerable amount of time, the skill is acquired. Once level 1 of the Painting skill has been acquired, though, the development path is pretty clear: practice, practice, practice.

The Dabble interaction is replaced by Practice and you can choose the size of the canvas you want the Sim to practice on. The smaller the canvas, the faster the painting is completed. The size of the canvas also factors into the price a painting fetches, but more on that in a moment. The Practice interaction disappears when there is a canvas on the easel—then you can only continue practicing unless you chose to Scrap the Painting and start all over with a new one.

Once a Painting is completed, a Sim can either Sell it and earn a few Simoleons, put it in personal inventory, or drag it right onto the wall. You can also give the painting a name.

At level 5 of the skill, Paint replaces Practice as the interaction with the easel. Now the Sim can start earning money with this skill. As soon as the Sim unlocks skill level 6, they can paint a Brilliant painting, which is worth a decent number of Simoleons and can add environmental bonuses to rooms and inspire the Decorated moodlet. At level 9, the Sim has the chance to create a Masterpiece painting, which is even more valuable than a Brilliant painting.

The value of a painting is determined by several factors. The canvas size partially determines the value, as does the number of paintings a Sim has produced. Brilliant or Masterpiece paintings get massive value boosts, too. There is a degree of randomness in a painting's value. One somewhat morbid factor greatly enhances a painting's value: death. If the painter is deceased, the painting's appreciation accelerates.

Tip

At skill level 5, a Sim's paintings increase in value over time. Keep checking the painting to see its current appreciation.

Skill Challenges

- **Brushmaster:** Brushmasters have painted at least 30 paintings, and as a result paint much faster than normal painters.
- **Proficient Painter:** Proficient Painters have proven their worth by painting at least six Brilliant paintings. They then paint far more Brilliant paintings and Masterpieces than less proficient painters.
- **Master Painter:** Master Painters have painted at least five Masterpieces. Every painting they sell is worth much more than normal paintings.

Skills

Writing

Writing is another personalized skill that is deeply involving but also rewarding. Sims who learn the Writing skill unlock a world of possibilities when they sit down to the computer. Naturally, the Bookworm Sim has a jump on this skill thanks to the relevant trait. But any Sim with time and dedication can become a bestselling author.

- **Acquire by:** Attend Writing Class, Practice Writing at Computer
- **Development tools:** Computer, Books

Development Benefits

Once the Writing skill has been acquired, Sims have several new interactions at the computer. The Refine Writing Skill is a good way to continue developing the skill. No novels come out of this activity—just skill development. Once a writer reaches level 2 of the skill, they can start writing novels.

When the Sim pushes back from the computer, the development is added to the Skill meter. Continue Writing Novel and Scrap Current Novel are two more interactions that affect a novel-in-progress. A scrapped novel tosses out an incomplete work but the skill development remains.

Various novel genres are unlocked as the skill is further developed. The higher the genre in the skill tree, the more it is worth when published. Here are the genres, the levels required to unlock them, and the reactions they can cause it their readers:

Novel genres Unlocked by Writing

Genre	# of Books Required
Fantasy	Write 3 sci-fi novels
Satire	Write 3 humor novels
Vaudeville	Write 3 of each: drama, sci-fi, humor, mystery, romance

Genre	Level
Fiction	0
Non-Fiction	0
Science Fiction	1
Trashy Novel	2
Drama	3
Humor	5
Romance	10
Masterpiece	10

Royalties

Caution

You can only work on one novel at a time. If you want to start a new novel in a newly unlocked genre, you must scrap the current novel.

A Sim who's writing a novel regularly submits chapters to an agent and gets a small stipend. It's enough to live on, but nothing extravagant. Once a novel has been completed, though, the royalties start rolling in. When the novel is finished, the Sim is immediately told if the book is good or not and if it is a success. The royalty amount is listed, as well as how the amount will be paid out. (Typically, royalties are paid over the course of several weeks with lump sums dropped into the household account at a specific time on a specific day.)

The royalty amount is decided by: level of Writing skill, desirability of the genre (check the Skill Journal, which also tracks the number of books written and the amount pulled in so far), and a certain degree of randomness. The author's traits can also affect the amount of royalties paid. Here are the traits that boost the profitability of specific genres:

Genre	Trait
Trashy Novel	Flirty
Drama	Commitment Issues
Sci-Fi	Computer Whiz, Genius
Humor	Good Sense of Humor, Inappropriate, Mean-Spirited
Satire	Grumpy, Hot-Headed, Over-Emotional
Mystery	Genius
Romance	Hopeless Romantic
Historical	Perfectionist
Children's Book	Artistic, Childish, Family Oriented
Vaudeville	Bookworm
Autobiography	Charismatic, Unlucky, Daredevil, Insane, Kleptomaniac

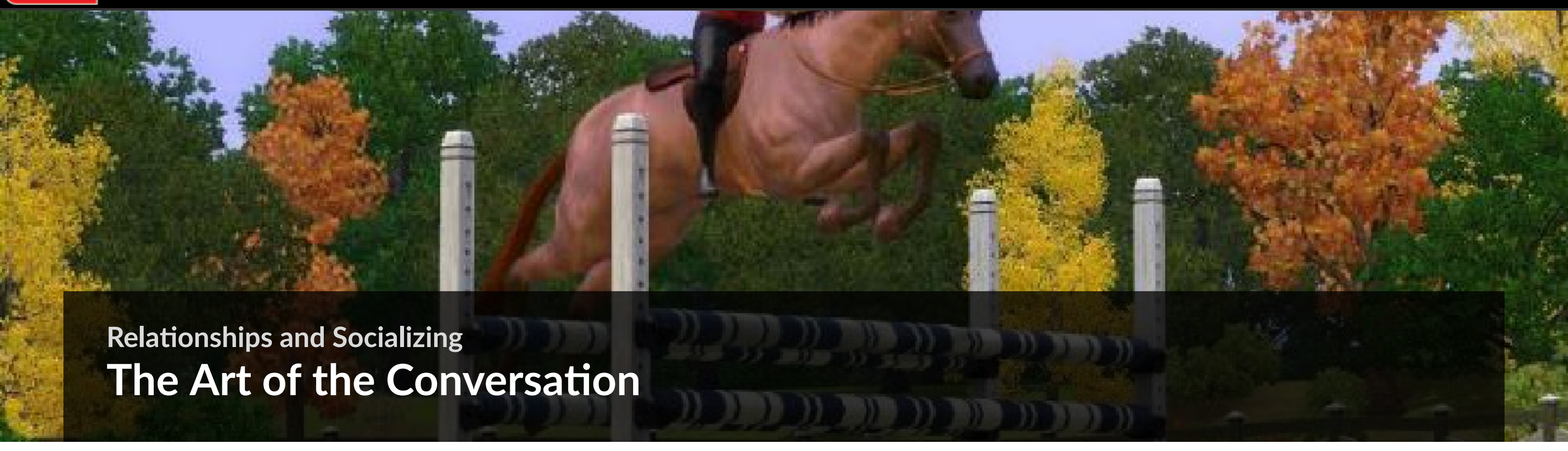
Skill Challenges

- **Speed Writer:** Speed Writers are so prolific that they've earned §15,000 in royalties. Speed Writers write much faster than normal writers.
- **Prolific Writer:** Prolific Writers have written at least 20 books in their career. They are so well known that they tend to write far more Hits and Best-sellers than their counterparts.
- **Specialist Writer:** Writers must pen at least five novels in a specific genre to be known as a Specialist Writer. Such Specialist Writers write far more Hits and Best-sellers in their particular genre than most.

Skills

Other Skills

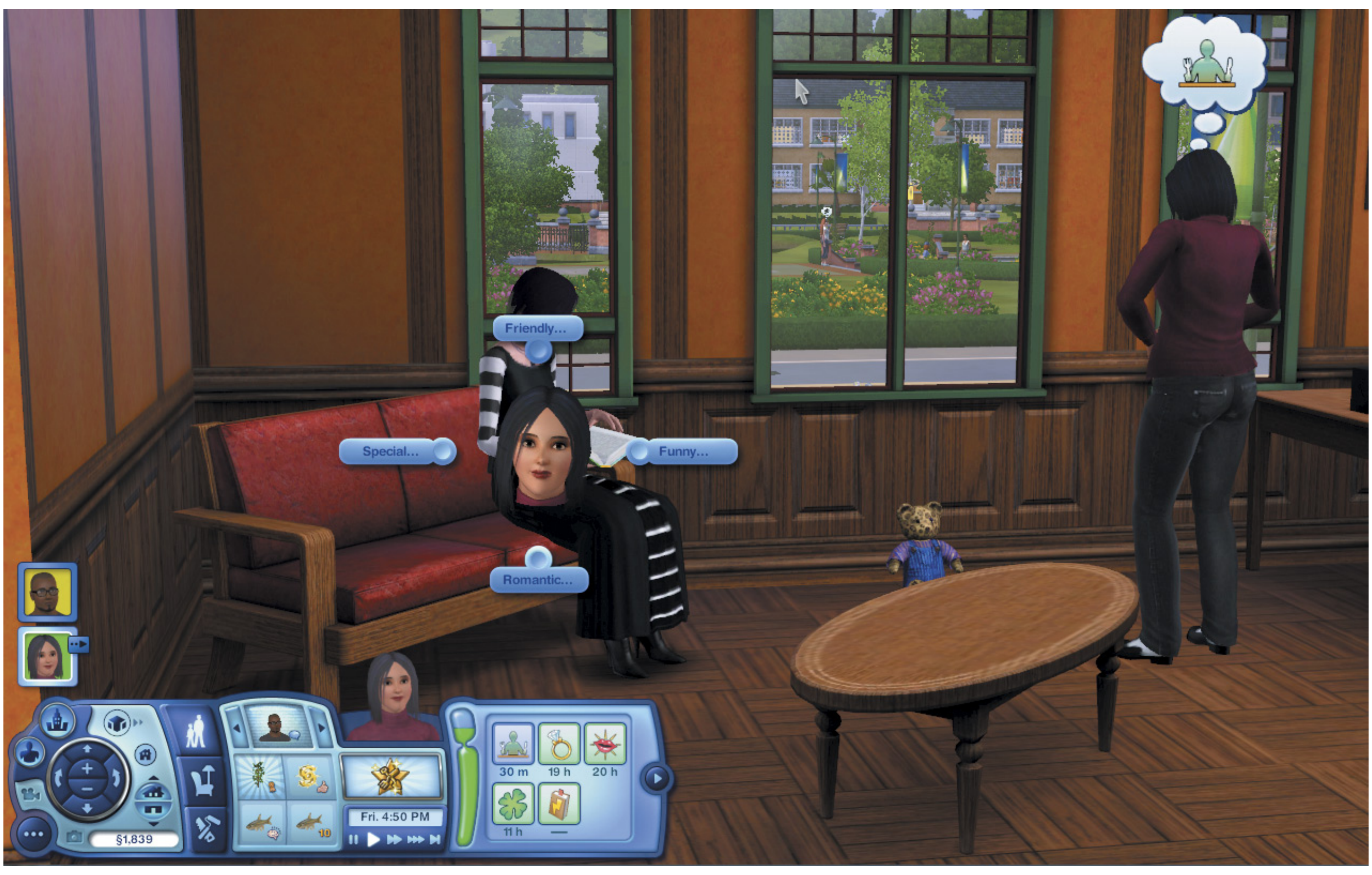
Other expansion packs added new skills. World Adventures added Martial Arts, Nectar Making, and Photography. Ambitions added Sculpting and Inventing. Late Night added Mixology and Bass, Drum, and Piano. Generations added Chemistry. Depending on what expansions you have installed, you may have access to other hidden skills as well. See our guides to those expansions for full details.



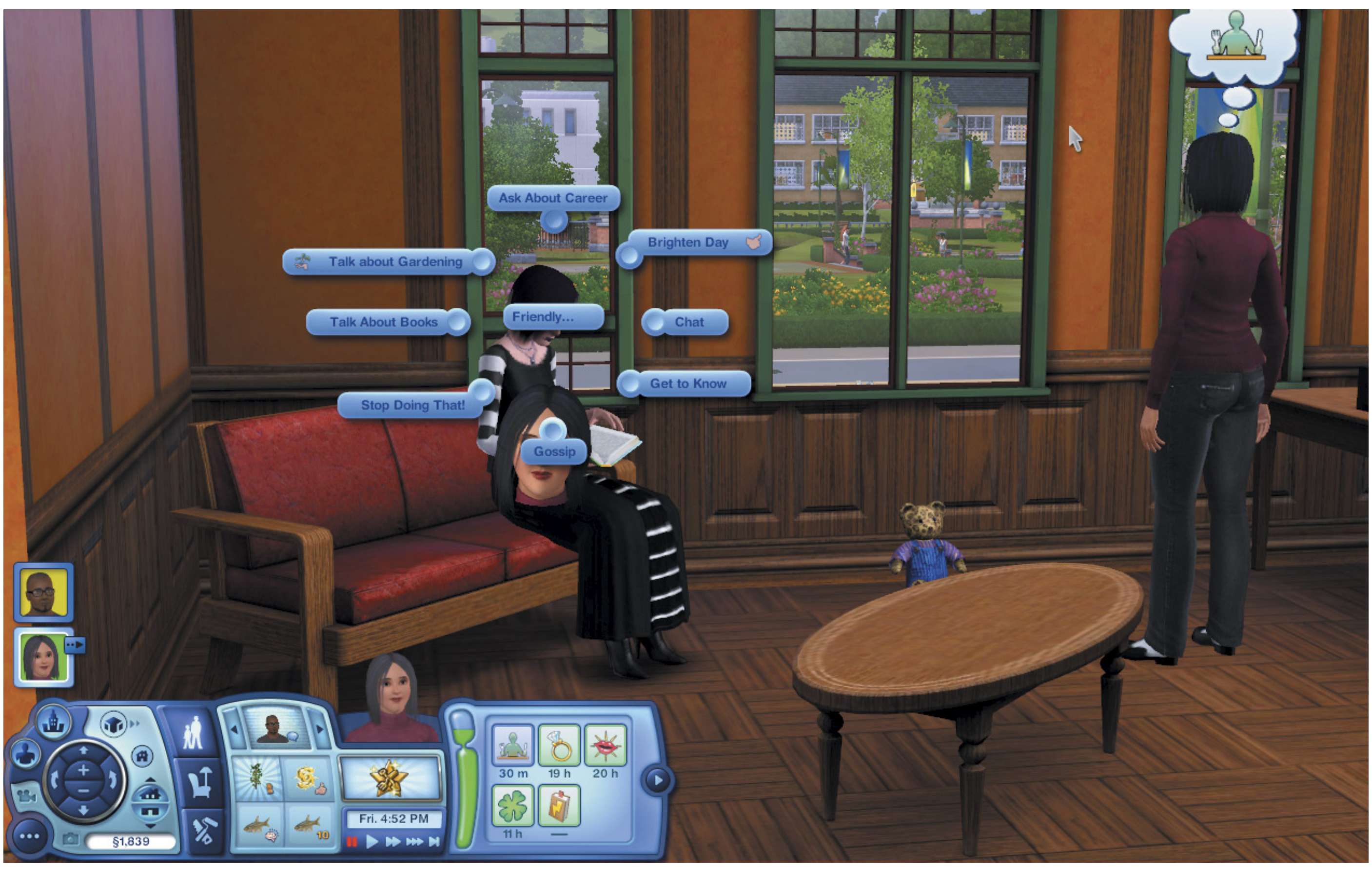
Relationships and Socializing

The Art of the Conversation

So, you've approached another Sim, you left-clicked on them, and now you are staring at a menu of different social options. How do you navigate the social structure of a conversation? Well, your options are partially defined by your LTR, current mood, age, and your traits. Categories of socials include things like Friendly, Funny, Mean, Romantic, and Special. Special leads to socials that are encouraged by the Actor having a specific trait, such as Bookworm. Inside the Bookworm menu, there will be options to talk about books or the bookstore.



The menu of available social categories appears around your Sim's head. Left-click on an option to see what socials are available.

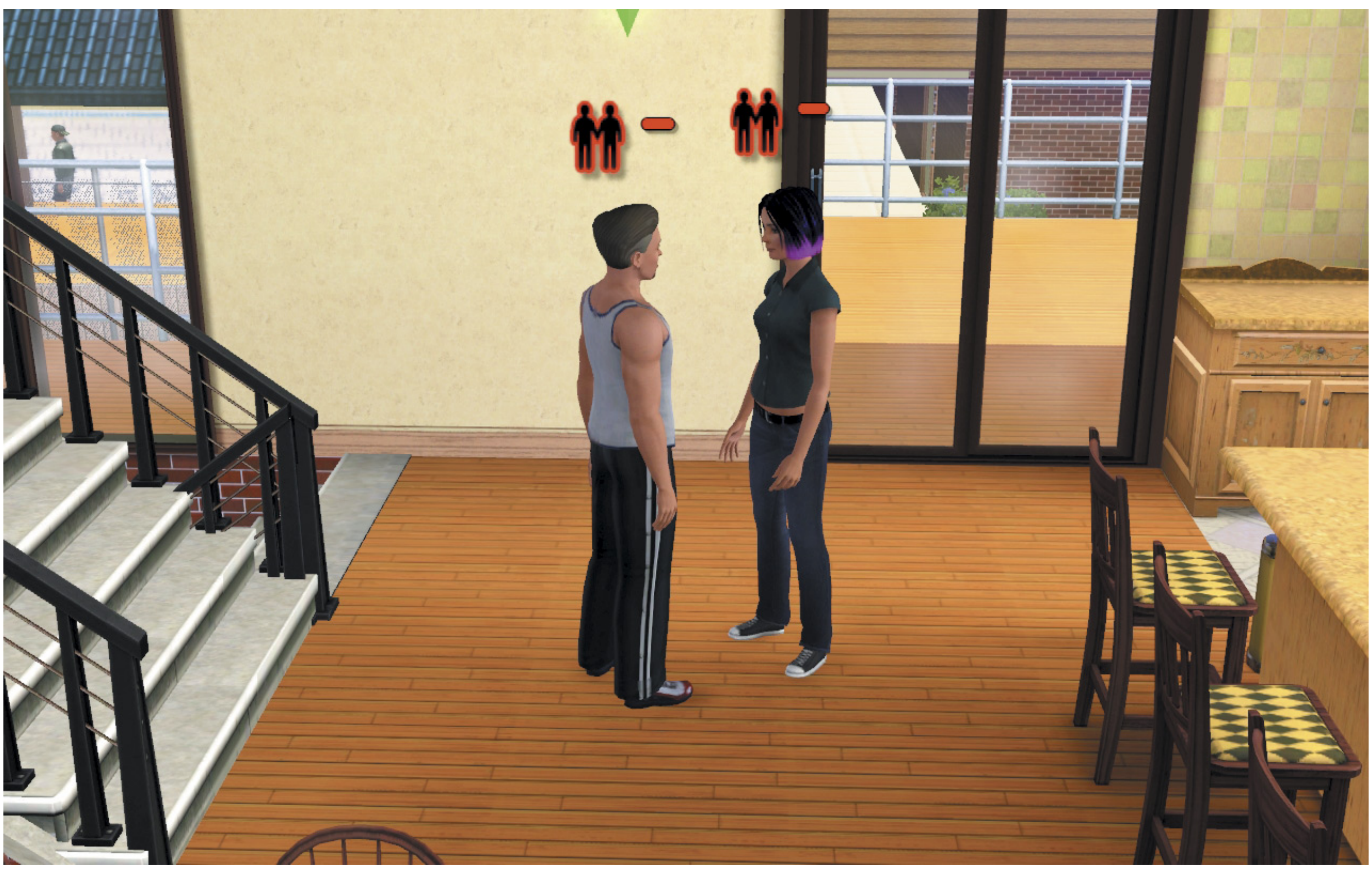


Now, select a social from the category to add it to the action queue.

When you select a social, it is added to your list of activities in the upper-right corner, just as if you were stacking interactions with objects. When a current social ends, the next one automatically begins. But stacking socials is not a wise strategy because you do not want to just babble away about a topic that the other Sim is just not interested in listening to. Use socials and then watch for reactions. A positive social with a positive effect is noted with a chime and a blue symbol of two Sims next to each other. A negative reaction is noted by two red Sims and a minus symbol.

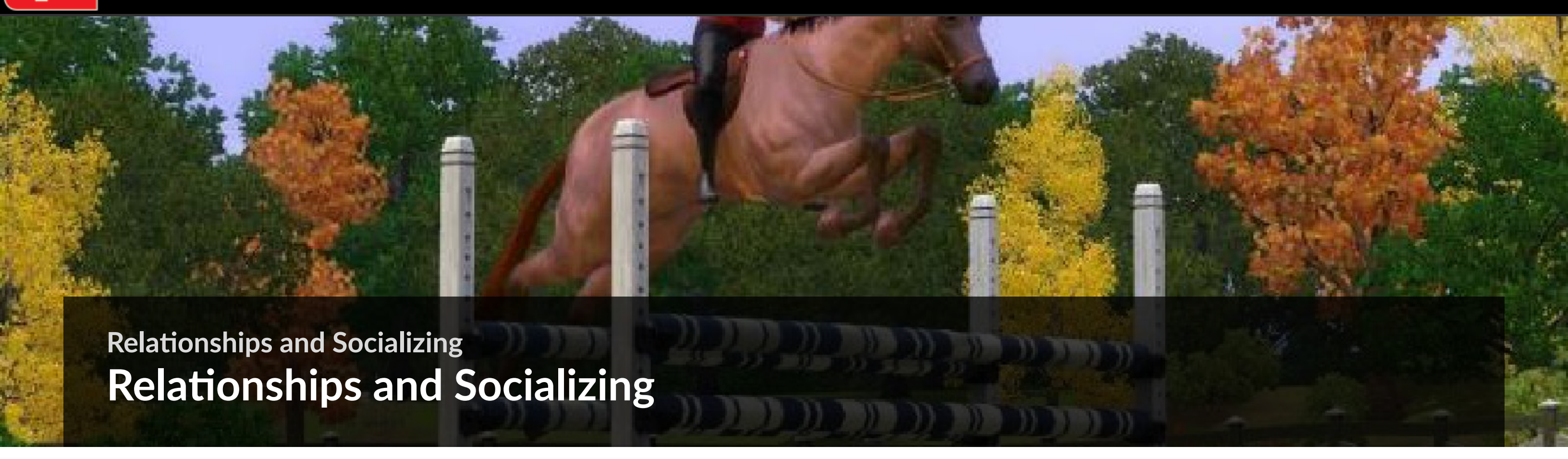
Being Boring

Talking about the same things over and over gets boring to most Sims. The positive effect of a positive social is weakened the more you use it. Repeating a social can also affect the STC. Continuous droning about the same subjects will nudge the STC into Dull, Drab, or Insufferably Tedious territory. If the conversation ends on one of those STCs, the LTR suffers.



When a relationship is suffering due to a boring conversation, red symbols appear over the Sims' heads.

The default number of times you can repeat a social without getting boring is two. And if you break apart a conversation, you can use a social more than twice without any STC worries. Some socials can be used more than twice without dullness setting in, such as Chat. Chat has four uses before it is boring in a single conversation. However, it can be "recharged" so that the social can be used six times before it is boring. To recharge a social, you just need to break it up in the conversation. For example, let's say you use Chat four times in a row. The other Sim is not bored, but is about to be if you use it one more time. So, you change course and Talk About Books. After that social runs its course, you have recharged Chat once. Now you can use Chat again without it being boring. However, if you tried to use it again without another recharge, the social would be considered boring.



Relationships and Socializing

Relationships in The Sims 3 actually unfold not that differently from those in the real world. How you treat other Sims is the biggest metric in your overall relationship with them. If you insult another Sim, expect them to get upset in the immediate conversation and for that to have a lasting effect on your relationship. Conversely, a constant stream of support or praise will boost the immediate interaction and lead to a longer-lasting positive relationship. Developing a successful romance means spotting if the other party is receptive to your advances and knowing when to cool your jets.

The social structure of The Sims 3 is not navigated with obvious metrics. There is a touch of mystery in conversations that makes socializing more organic. You need to consider the current attitude of the Sim in the conversation, often referred to as the Target. (Your current Sim is known as the Actor.) That attitude affects the long-term status of your relationships with different Sims.

Let's detail some basic concepts that will assist with understanding how relationships work: long-term relationship (LTR), short-term context (STC), and commodities. Understanding these three factors is the key to brushing back some of the mystery of social interaction.

Long-Term Relationship (LTR)

The long-term relationship represents the state of the relationship between two Sims, which extends beyond the time during which a conversation is taking place. LTR essentially describes the way two Sims view each other at a given moment. Every Sim outside the family starts out as a Stranger. Once initial contact is made, the LTR moves up to Acquaintance and can never fall back into Stranger. However, Acquaintance is the proverbial fork in the road. From here, the LTR can blossom into friendship or deteriorate into rivalry.

The LTR is visually measured by the bar below the portrait of the Sim you are conversing with. If the relationship develops in a positive manner, the right half of the bar fills. Positive relationship status is noted with green. If the relationship is souring, that meter empties back out and can even dip into the left side, which is red. The red bar denotes a negative LTR.

Note

The natural tendency of the LTR is to decay toward zero from either end of the relationship spectrum. Zero puts you back into Acquaintance territory. Decay occurs naturally with each passing day that you do not contact a Sim you have a relationship with.

How to achieve the different LTRs is explained in the Friendships (and Enemies) section of this chapter, but here is a list of all of the LTRs:

Stranger, Acquaintance, Disliked, Distant Friend, Friend, Good Friend, Best Friend, Best Friends Forever (teens only), Romantic Interest, Ex-Spouse, Ex, Enemy, Old Enemies, Partner, Fiancee, Spouse

Short-Term Context (STC)

Short-term contexts are what a Sim thinks about the other Sim in the course of the current conversation, not as an LTR. The STC is displayed in the conversation box in the screen's upper-left as the conversation unfolds. For example, the box may say that "Jenny thinks Sasha is being amusing." STC is affected by the kind of socials used in a conversation. Each social has a commodity attached to it that directs the course of a conversation. These are all of the STCs:

Dull, Drab, Insufferably Tedious, Odd, Creepy, Frightening, Very Scary, Impolite, Insulting, Unforgivably Rude, OK, Friendly, Very Friendly, Amusing, Funny, Hilarious, Flirty, Seductive, Hot, Awkward, Very Awkward, Steamed.

Not all STCs are symmetrical. One Sim can have a totally different impression of a conversation than the other. The only symmetrical STCs are those associated with the following commodities: friendly, funny, amorous, and steamed. It is very possible that Jenny could think Sasha is being Dull while Sasha does not.

STC also modulates the way socials are accepted. Instead of just hot and cold, STCs and their respective commodities temper reactions. Depending on your LTR and STC, you can see different degrees of reaction to a social. Trying to kiss a Sim on the cheek in the context of the Flirty STC will be a lot more successful than the Friendly STC.

Note

The STC of a conversation contributes to the kind of decay an LTR undergoes each day.

Commodity

So, each STC is associated with a commodity? What's a commodity? Think of these as the general categories a social or STC falls under. They are based on specific emotions we all feel, such as awkwardness or love. Use the commodity of a social to inspire an STC, which in turn affects the overall LTR. Here are the eight commodities:

Boring, Creepy, Insulting, Friendly, Funny, Amorous, Awkward, Steamed.

As you look at the different STCs and socials in this chapter, check the associated commodities so you can push a conversation in the desired direction.

Decay and Normalizing

Relationships do not operate under inertia. They decay over time if not tended to, even if that time period is as short as 24 hours. This is why regular socializing is so important. Decay is not necessarily a negative slide. While positive relationship can indeed decay into mere Acquaintance, a negative relationship can normalize into the far more desirable Acquaintance. (Apparently Sims don't keep grudges quite like we do.)

Tip

Decay can be slowed by something as simple as a phone call.

As mentioned, the STC of a conversation contributes to LTR decay. These commodities dictate the decay. The amount of decay is also determined by the LTR itself. An LTR above zero, which starts heading toward positive territory, will have a different amount of decay from a specific STC/commodity than a negative LTR, which is below zero. No hard math on-screen shows the numerical value of an LTR, but you can sort of eyeball it.

Here's an example of how this decay works: Jenny and Sasha are Good Friends. If their last encounter was Impolite, then after a few days, the LTR will decay to just Friends. Conversely, if Jenny and Sasha have the Disliked LTR, the relationship will normalize into Acquaintance if the last STC was Friendly.

Note

Decay and normalization are not confined only to friends and pre-marriage Sims. This also applies to familial relationships, such as father or wife. However, the bonds of blood are far deeper than those of friends, so it takes a lot more to adversely affect a familial relationship. Not that it cannot be done. You can absolutely sour a familial relationship with insulting socials.

Friendships (and Enemies)

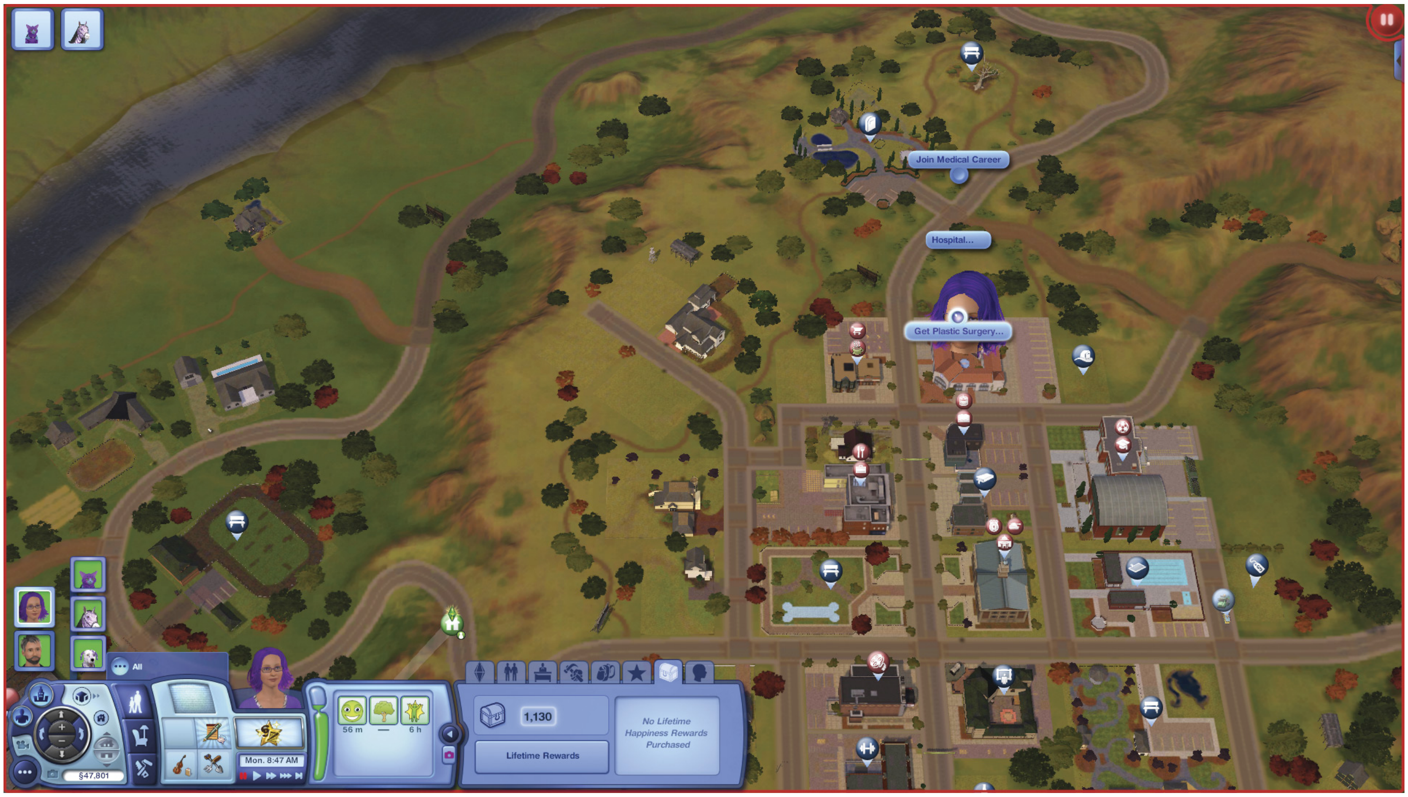
Now that we've explained the four basics of socialization—LTR, STC, commodity, and decay—let's look at how relationships bloom and wither...and what you can do to affect the course of these relationships. Naturally, Sims want friends. Social is a need, after all. Socializing and having friends have various effects on the course of your Sims' lives.

Friendships are a universally positive thing. Having friends, particularly in an expanded social circle, opens you up to a wealth of opportunities for receiving good moodlets. Positive moodlets are the key to earning those coveted Lifetime Rewards. Friendships can result in such pleasing moodlets as Flattered or Nicely Decorated, such as if you are invited over to a friend's house that has some great environmental bonuses.

Achieving the different LTRs is done through conversations—and conversations are made up of socials. But there is much more to a conversation/STC than just employing a handful of socials. A Sim's personality is hugely important in determining which socials can be used—and should be used. And it's not only the traits of the Actor that matter. Learning the traits of the Target is also quite important.

New Simology

What's New


Join Medical Career
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Lifetime Rewards
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The Sims 3: Pets expansion pack adds... pets! Now your Sims can welcome dogs, cats, and horses into their households as fully playable characters. Dogs and cats can hunt for interesting and valuable collectables, and horses can win races and breed champions, earning money for their Sims. The trait reinforcement system lets your Sims guide their pets' behavior to make them happy productive animals. Small animal pets are easier to care for than larger pets, pet birds can be taught to talk, and pet stones or ant farms are the simplest pets of all. Sims can also watch, befriend, and possibly even tame, wild animals. You know, such as unicorns...

But this expansion pack also adds a lot of new functionality besides pets. Your Sims have new traits to try out, new moodlets, new wishes, new opportunities, and new lifetime rewards. Sims who cook can now make gourmet pet food. New radio stations are on the air and new outfits are in the dresser. Buy Mode has been updated to make it easier to group objects by collection. Sims can now check into the hospital to have "a little work done," via the new plastic surgery option. And a new grouping up option makes it easier for Sims visit other Sims or pets, or set up play dates for their animals.

Pets adds four new traits to enhance your Sims' animal magnetism.

Animal Lover

Description: Sims with the Animal Lover trait love all members of the animal kingdom and have special benefits when interacting with pets.

Benefits: Enhanced relationships with all pets.

Shortcomings: Cannot choose Cat Person, Dog Person, or Equestrian traits.

Unique Features: Sims with the Animal Lover trait build relationship with all animals more quickly than Sims without the trait (but a little slower than Sims who have a pet-specific trait gain with that pet type). Animal Lover Sims also build the hidden Wildlife Friend skill faster.

Cat Person

Description: Sims with the Cat Person Trait are happiest when they are surrounded by multitudes of felines.

Benefits: Enhanced relationships with cats. Gain the positive Cat Playtime! moodlet when interacting with cats.

Shortcomings: Cannot choose Animal Lover, Dog Person, or Equestrian traits.

Unique Features: Sims with the Cat Person trait prefer cats to people, and build relationships with cats quickly. They also mourn cats who have passed on more intensely.

Dog Person

Description: Sims with the Dog Person trait have an extra special relationship with their dogs.

Benefits: Enhanced relationships with dogs. Gain the positive Dog Playtime! moodlet when interacting with dogs.

Shortcomings: Cannot choose Animal Lover, Cat Person, or Equestrian traits.

Unique Features: Sims with the Dog Person trait prefer dogs to people, and build relationships with dogs quickly. They are more successful at training dogs. They also mourn dogs who have passed on more intensely.

Equestrian

Description: Equestrian Sims love horses, and horses love them back! The mutual equine affection makes these Sims naturals at handling and training horses.

Benefits: Enhanced relationships with horses. Gain the positive Horse Playtime moodlet from riding and training their horses.

Shortcomings: Cannot choose Animal Lover, Dog Person, or Cat Person traits.

Unique Features: Sims with the Equestrian trait prefer horses to Sims and build relationship with their horses quickly. They gain Riding skill quickly. Horses gain Racing and Jumping skills faster when trained by an Equestrian Sim.

Tip

All the new traits in the Pets expansion are mutually exclusive. If you're a Dog Person, you can't be a Cat Person, an Equestrian or an Animal Lover too. If you want to do equally well with all animals, choose the Animal Lover trait. Otherwise, you can "specialize" in one species by choosing the Cat Person, Dog Person, or Equestrian trait.

Tip

Sims with the Dog Person, Cat Person, Equestrian, or Animal Lover traits gain access to new socials such as Talk About Horses, Talk About Dogs, Talk About Cats, or Enthuse About Animals. Use these socials with other animal lovers at home or at a local pet park to start a conversation off on the right foot.

New Simology

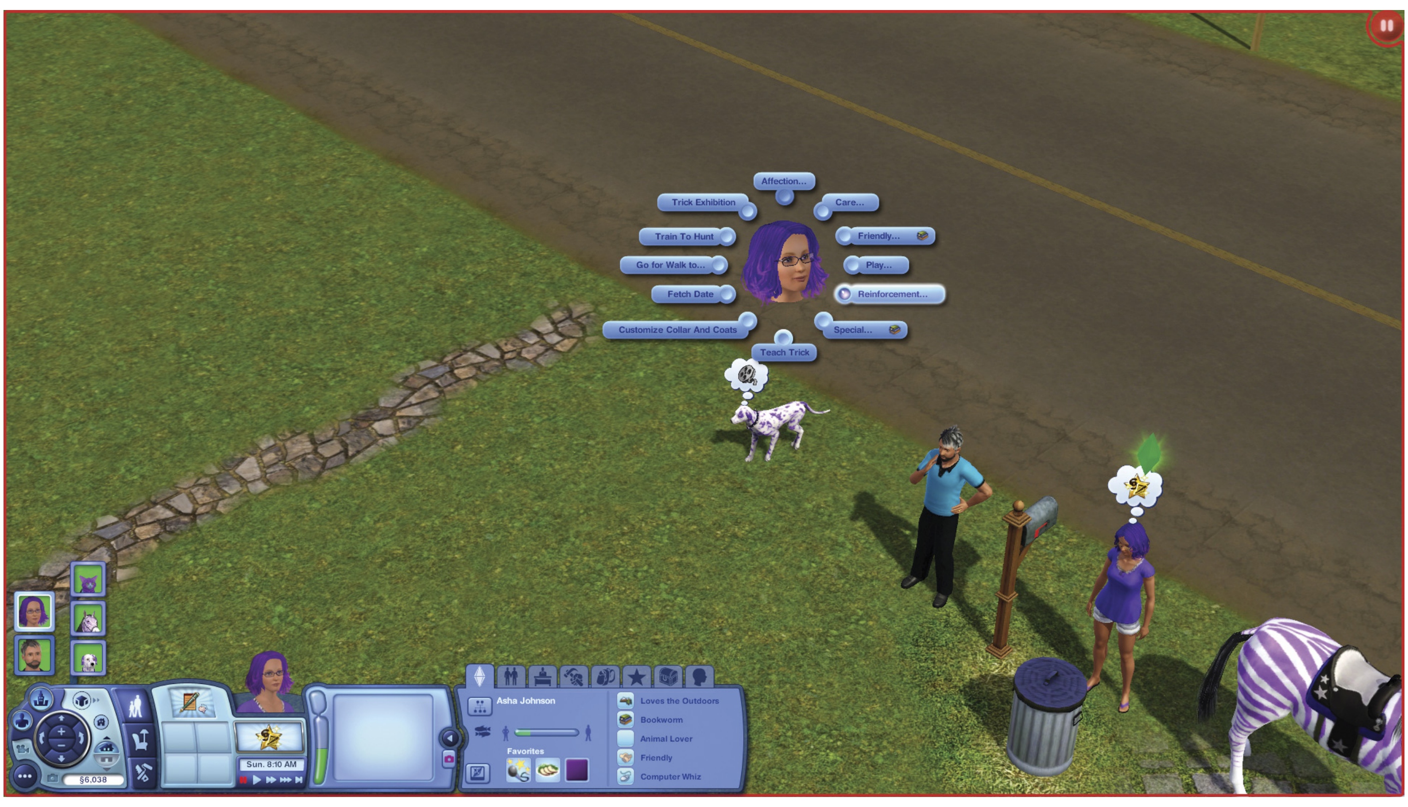
Pet Trait Reinforcement

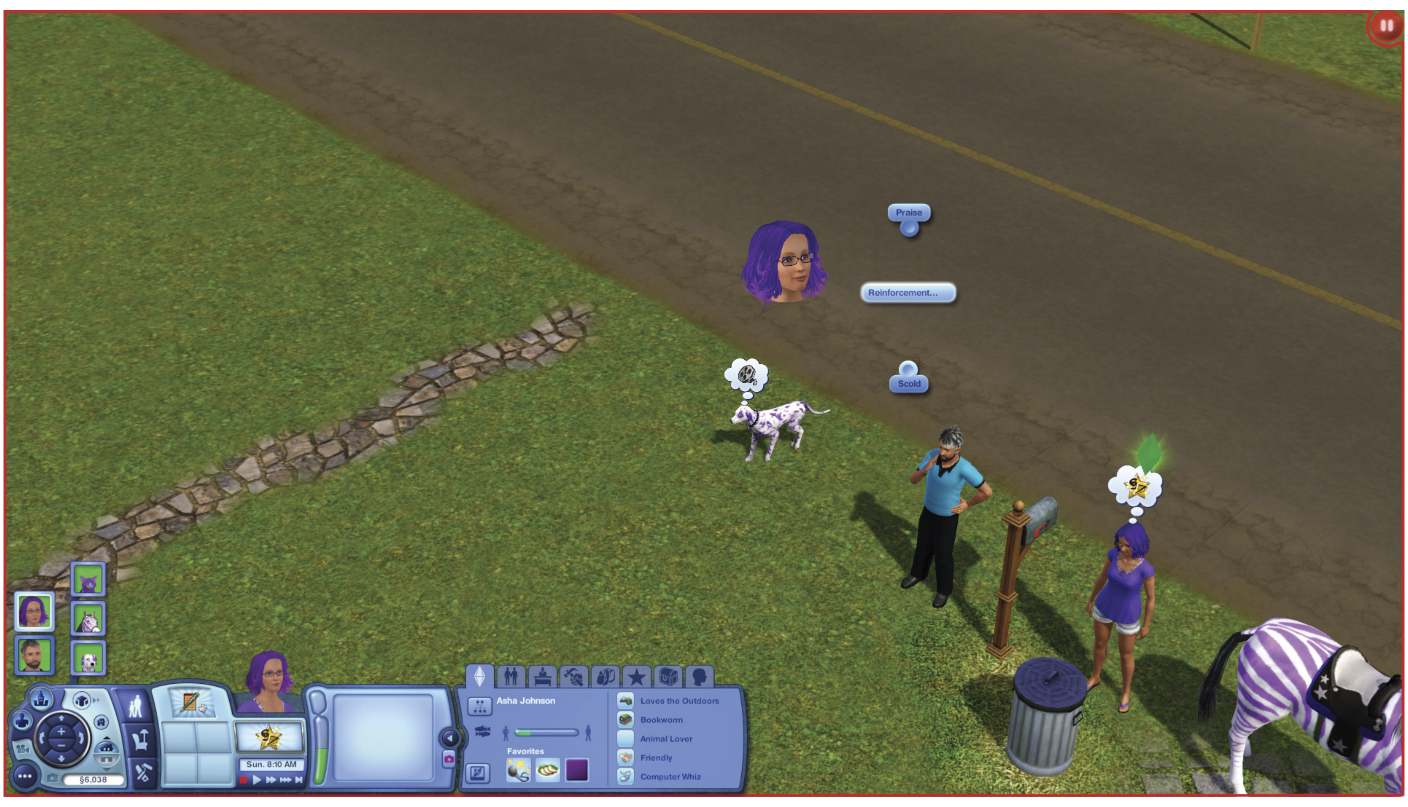
Sims are born with certain traits, and nothing ever changes that. Your intervention can keep an Evil Sim from stealing funds from charity or snatching candy from a baby, but deep at heart, he's still an Evil Sim. Pets are totally different. Sure pets start with certain traits, but these traits can change. Whole new traits can be added. Traits can disappear.

Note

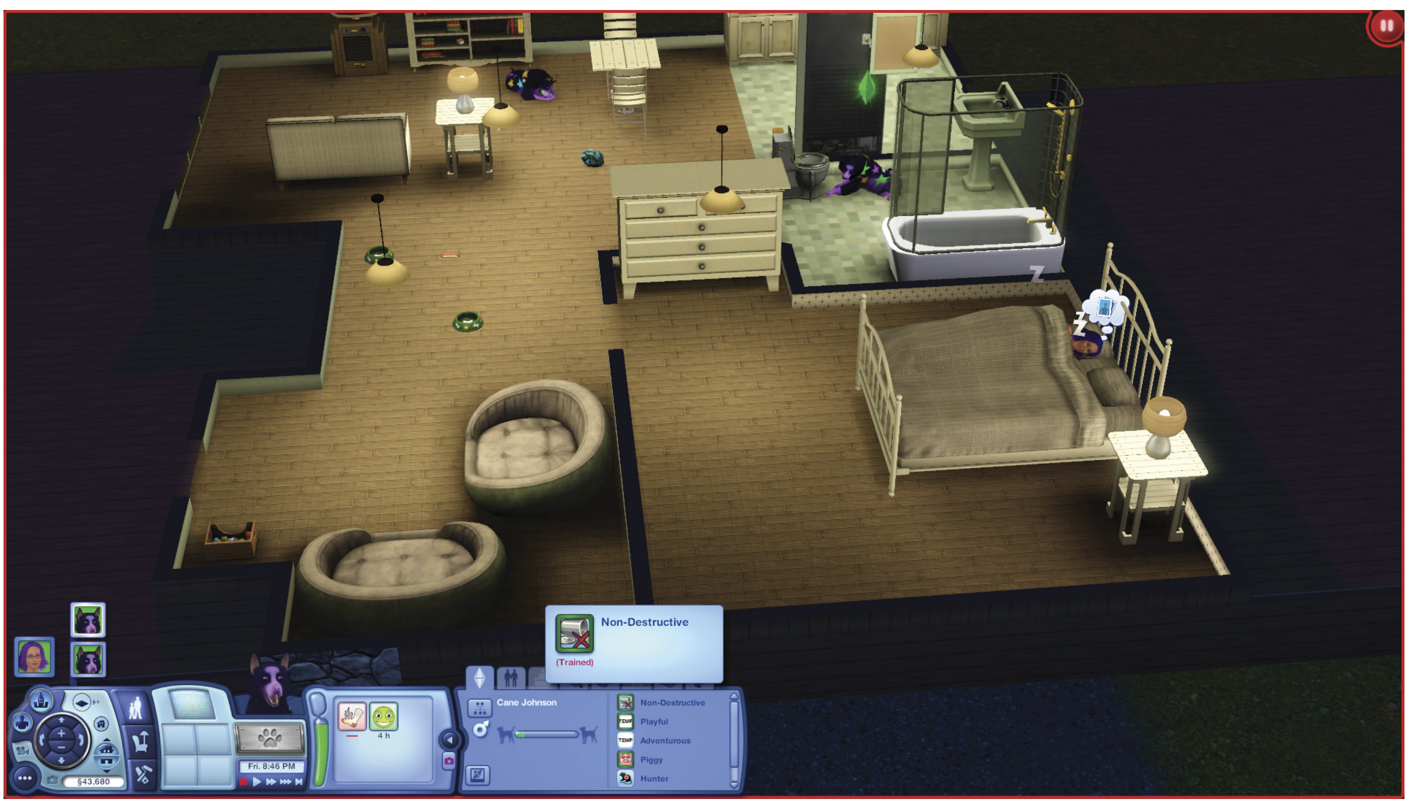
Pets are not limited to a certain number of traits. They start out with three, but they'll have more or less depending on their training.

Your Sims' behavior toward their pets actually alters their pets' traits. By praising good behavior and scolding wrongdoing, your Sims can mold their pets into well-behaved, successful animals that are a joy to have in the household. Conversely, if Sims are too busy, or inattentive to their pets' needs, they'll soon find their horses chewing up their garden, their dogs slurping up toilet water and peeing on the rug, and their cats scratching up the furniture.





Trait reinforcement is very intuitive. When you see your pet doing something you do or don't want, click on them and see if you have a reinforcement option. If so, you can praise or scold the behavior. With lots of positive reinforcement (and an occasional scolding) your Sims' pets will be scratching the post, peeing outside, or staying out of the vegetables. Likewise, if pets get away with bad behavior a few times, it soon becomes a habit.



Trained traits have a green outline, and say "Trained" in the tooltip.

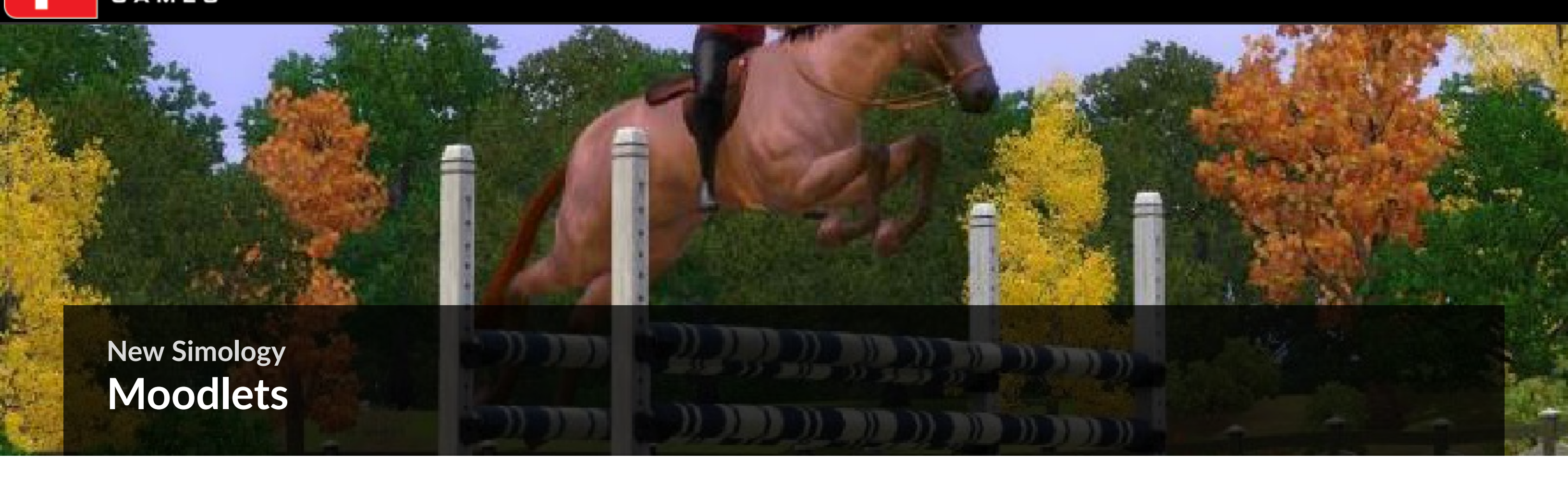
Tip

Trait reinforcement is one of the coolest new features in *Pets* . Make sure to spend time reinforcing good behavior in your pets, and scolding no-nos.

Trait reinforcement is different than training, but it goes hand in hand. For example, you can train your horse in Racing skill, and also praise him when he autonomously chooses to Gallop Around. By praising his Fast trait related activity, you reinforce the Fast trait, and help prevent him from becoming Lazy. But if you fail to exercise him enough, he may still become Lazy.

With dogs and cats, you'll want to praise behavior like peeing outside or using the scratching post. Playing with your pets, or putting toys in their environment will make them gain the Playful trait, which lets your Sims build Fun faster when playing with them. Remember to praise your dog for bringing in the newspaper, and shoo the cat off the kitchen counter when she's begging.

Dogs, cats, and horses are fully playable members of the household, and you can always direct their behavior to avoid undesirable actions. But the trait reinforcement system is more true to how people and their pets interact, and gives you lots of scope to fully realize the potential—good or bad—of your pet.

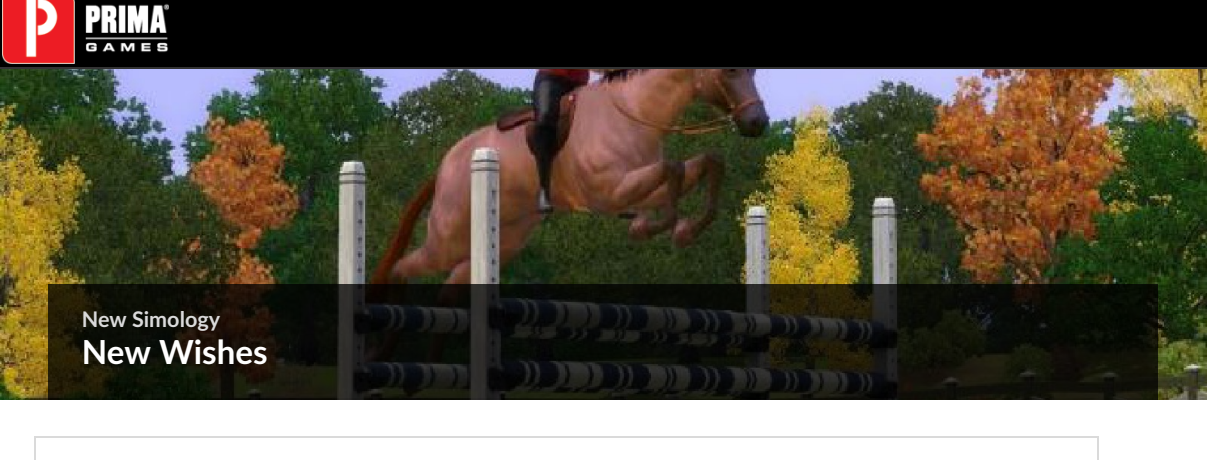


New Simology

Moodlets

Lots of new pet-related moodlets have been added. Having pets can be both fun and frustrating, so the moodlets are not all positive. Some moodlets affect Sims, and some affect pets. Review this list for a sneak peek at the moodlets your Sims and their pets will experience.

Moodlet Name	Effect	Duration	Description
Bitten	-10	120	You aren't quite sure how it all happened, but one moment things were going fine then BAM—you have a pet gnawing on you! Ouch!
BrainFreeze	-10	60	Oh! Maybe I shouldn't have eaten that so quickly.
Brushed	15	360	Ah! The infinite joys of a newly-brushed coat!
Cat Scratch!	-10	480	Ouch! Cats claws are sharp!
Claws Out!	0	180	X's ready to go at it! For your furniture's sake, you better hope he/she has a scratching post nearby!
Dehydrated	-80		Dehydration isn't fun. Seriously. On top of that, it isn't necessarily putting X in a good mood.
Desolate (Cat)	-50		Depriving a cat of attention to this point isn't really considered "caring for him/her." Give X some affection before he/she needs to find a better home.
Desolate (Dog)	-50		Depriving a dog of attention to this point isn't really considered "caring for him/her." Give X some affection before he/she needs to find a better home.
Desolate (Horse)	-50		Depriving a horse of attention to this point isn't really considered "caring for him/her." Give X some affection before he/she needs to find a better home.
Dog Playtime	10	120	Is there anything more fun than some good play time with a dog?
Everyday I'm Rustlin'	0		Just might not give this horse back.
Exhausted	-50		At this point of sleep deprivation, X is in dire need of some rest or he/she may just pass out!
Extra Nutritious	15	360	Good hay is like high octane horse fuel. All that extra nutrition is especially handy when horses are training hard.
Fleas! (Sims)	-25	2,160	You have fleas! You'll feel quite dirty for a while, so take a shower or a bath to get rid of them.
Fleas! (Pets)	-25	2,160	You have fleas! You'll feel quite dirty for a while, so take a flea bath to get rid of them.
Forcibly Dismounted	-35	720	Sims do not like having to dismount their steed by surprise, but sometimes their horse knows best.
Freezer Burn	-10	60	That didn't feel quite right. Did I just eat something stale?
Frustrated	-40		X desperately needs to fuel his/her desire for exercise. A bit of running or jumping right now can easily help ease the frustration.
Going Nuts	-40		X can't resist anymore! he/she definitely isn't going to just "chew" anymore, unless your idea of "chewed" is "destroyed."
Good Dog	5	180	Being a good dog just feels good!
Gourmet Horsie	20	240	That horse granola really hit the spot! With gourmet meals like that, X may be able to live a longer, healthier life.
Gourmet Kitty	20	240	That gourmet food really hit the spot! With gourmet meals like that, X may be able to live a longer, healthier life.
Gourmet Pooch	20	240	That gourmet food really hit the spot! With gourmet meals like that, X will be able to live a longer and healthier life.
Great Meal!	10	180	Your pet just ate a great meal!
Grungy	-5		Yuck! That layer of grime growing might mean it's time for a bath.
Hairball	-25	180	The inbetween feeling of coughing out the hairball and it being stuck in your throat is certainly uncomfortable.
Has to Pee (Cat)	0		X needs to take care of business, whether it's outside or in a litter box. Holding it in isn't going to help.
Has to Pee (Dog, Horse)	0		X needs to take care of business. Holding it in isn't going to help.
Horse Playtime	10	120	Having a blast spending time with my horse friends.
Horsie!	10	60	Awww ... a baby horse!
Hungry (Cat)	0		X could use a bit of sustenance. After all, cats' stomachs can growl too!
Hungry (Dog)	0		X could use a bit of sustenance. After all, dogs' stomachs can growl too!
Hungry (Horse)	0		X could use a bit of sustenance. After all, horses' stomachs can growl too!
Hurt Foot	-25	180	Ouch! I just dropped that stone on my foot.
Hygenic Hooves	15	1,440	It's such a comfortable feeling when my hooves are all cleaned.
I Can Haz?	-10	30	I can haz...plz?
Itching to Scratch	0	180	X's starting to get that urge. Having a scratching post around the house right now would be ideal.
Kicked	-15	1,440	X's bruises will take some time to heal, and so will his/her relationship with that Horse!
Kittens!	10	60	Awww ... kittens are so cute and cuddly!
Lonely (Cat)	-15		Cats don't need to have intricate conversations, but a little social interaction is definitely necessary. After all, being alone all of the time couldn't possibly keep X happy.
Lonely (Dog)	-15		Dogs don't need to have intricate conversations, but a little social interaction is definitely necessary. After all, being alone all of the time couldn't possibly keep X happy.
Lonely (Horse)	-15		Horses don't need to have intricate conversations, but a little social interaction is definitely necessary. After all, being alone all of the time couldn't possibly keep X happy.
Loved	25	60	You hold a very special place in someone's heart.
Marked	10	720	Kitty loves you! Or at least wants to claim ownership over you.
MeOuch!	-10	60	Sometimes the claws can get caught while playing! Don't worry, it can happen to the best of us.
Missing Mother	-15		When their mother isn't part of the family, Foals don't feel safe and secure. If only they could find someone to trust...
Mmm...Apples!	40	180	Ah, the sweet, sweet crunch of an apple.
Mmm...Carrots!	40	180	Horses love carrots. And you know what Horses love more than carrots? MORE CARROTS.
Moonlit Unicorn			For some odd reason, Unicorns are able to pull more light from the moon!
Nauseous	-25	120	X isn't feeling so hot. You better keep him/her around a bathroom.
Near Mommy	35		Foals feel best when they're wrapped up tight in the protective hooves of their mothers.
Negligent	-30	2,880	When a caregiver fails at their duty, everyone feels bad. Pets need love and care!
New Foal (Sim)	80	1,440	A horse in the family just had a foal. What a delightful addition to the family!
New Foal (Pet)	80	1,440	X just gave birth to a foal.
New Kittens (Sim)	80	1,440	A cat in the family just had kittens!
New Kittens (Pet)	80	1,440	Baby kittens are soft and sweet!
New Puppies (Sim)	80	1,440	A dog in the family just had puppies!
New Puppies (Pet)	80	1,440	Just had a litter of puppies!
Nothing But Air	30	120	Your horse caught nothing but air on that jump! Feelin' GOOD!
Panicked	-50		At this point, X isn't just "scared" anymore! Somebody should really calm him/her down a bit.
Paws of Love	15	480	Nothing says 'I Love You' like a kitty paw without the claws.
Pent Up	0		Dogs need to chew on things, and right now X is feeling a bit deprived.
Playtime	10	120	Nothing is more enjoyable than spending time in the company of cats!
Power Failure	-10	240	X is completely out of magic power! How is a Unicorn supposed to cast spells with no power? Guess he/she's just going to have to wait it out.
Power Shortage	0	240	X is running low on magic power! Holding back on the spells for a while should help him/her restore a bit.
Praised	10	60	X is feeling quite good about himself/herself, knowing that his/her behavior has received a positive response!
Pregnant	20		Oh happy day! Babies are a delightfull addition to any family!
Pumped Pony	30	120	X is getting pumped up and ready to gallop.
Puppies!	10	60	Awww... aren't puppies adorable?
Purrfectly Manicured	10		X's claws are "purrfect"! Preferably, they didn't get that way at the expense of your furniture.
Really Has to Pee (Cat)	-30		See? Holding it in didn't help. Better get X to his/her litter box soon!
Really Has to Pee (Dog)	-30		See? Holding it in didn't help. Better get X outside soon!
Really Has to Pee (Horse)	-30		See? Holding it in didn't help. Better let X do his/her business soon!
Restless	-15		All the lack of exercise is starting to get to X! Being restless for too long isn't going to make him/her happy.
Rolled In The Hay	15	120	When in the country, do as the country folk do...
Running With The Wind	80	180	It feels so natural to be running out in the open and feeling the wind against my hide.
Saddled			Saddled and ready to go!
Saddle Sore	-15	180	Spending a lot of time on the back of a horse tends to leave quite an impression on one's backside. Ouch!
Salty Snack	15	720	Mineraltastic!
Scolded	-10	60	Being scolded isn't the greatest feeling in the world. X should be more aware of his/her behavior—at least, for now.
Shredded Dignity	-20	180	Nothing says "I'm out to get you!" quite like a cat shredding your feet...
Sleepy	0		X could use a nap soon, as he/she may start to get a bit grumpy.
Slept Like Canine Royalty!	10	180	There's nothing like sleeping in an awesome bed!
Slept Like Feline Royalty!	10	180	Well rested and ready to rule the kingdom!
Smelly	-10		Sims don't like to stink. More importantly, Sims don't like other Sims that stink.
Soaked	-5	30	
Spooked!	-20	30	Whoa! What was that? X could really use a bit of comfort right now.
Squeak Squeak!	-10		X can't stand the constant squeaking sound from the chew toy.
Starving (Cat)	-80		Allowing a cat to starve is quite cruel! Get X some food or a treat immediately to avoid an unnecessary visit from a social worker.
Starving (Dog)	-80		Allowing a dog to starve is quite cruel! Get X some food or a treat immediately to avoid an unnecessary visit from a social worker.
Starving (Horse)	-80		Allowing a horse to starve is quite cruel! Get X some grass or hay immediately to avoid and unnecessary visit from a social worker.
Strained	-15		All the lack of fun is starting to get to X! A bit of play time right now will help him/her from getting too stressed.
Stressed	-40		X desperately needs to have some play time! Being deprived of fun to this extent couldn't possibly be enjoyable.
Tastes like Chicken	10	300	They say everything tastes like chicken, but with a bird... well it isn't a big stretch. Mmm plump and juicy... just watch out for those pesky feathers! They go down easier than they come back up.
Tastes Like Paradise	30	240	With one small taste you are overwhelmed with peace and tranquility.
Tasty	10	240	Some things are simply more scrumptious than others!
Thirsty	-25		You know that dry, stale feeling when you're really thirsty? Well, X could use some water so he/she can avoid that feeling.
Tired (Cats)	-40		Being this tired will even put cats in a bad mood. X should get some sleep before it gets worse!
Tired (Dogs)	-40		Being this tired will even put dogs in a bad mood. X should get some sleep before it gets worse!
Tired (Horses)	-40		Being this tired will even put horses in a bad mood. X should get some sleep before it gets worse!
Too Noisy	-10		Pets can't stand being in an area with loud noise. It's time to move away from it.
Training Fatigue	0		Learning something new can be exhausting!
Unicorn's Blessing	40	480	Wow! What a great feeling! X should be able to accomplish a lot more with this blessing. Just look at him/her!
Unicorn's Ire	-40	480	Ugh, being cursed is definitely no joke. X is definitely going to have a hard time accomplishing things in this state. What could he/she have possibly done to make a Unicorn so mad?
Unnaturally Clean	5	480	A cleanliness level Mother Nature would never have imagined possible.
Unsaddle Me	-15		This saddle has been on me too long.
Very Hungry (Cat)	-40		Gnawing hunger couldn't possibly be healthy for a relationship with your cat. Feed X before he/she starts to dislike his/her owners.
Very Hungry (Dog)	-40		Gnawing hunger couldn't possibly be healthy for a relationship with your dog. Feed X before he/she starts to dislike his/her owners.
Very Hungry (Horse)	-40		Gnawing hunger couldn't possibly be healthy for a relationship with your horse. Feed X before he/she starts to dislike his/her owners.
Well Rested (Cat)			Getting enough sleep can even put cats in a better mood! Seriously, just ask X!
Well Rested (Dog)			Getting enough sleep can even put dogs in a better mood! Seriously, just ask X!
Well Rested (Horse)			Getting enough sleep can even put horses in a better mood! Seriously, just ask X!
Whacked Out	15	180	A little bit of catnip goes a looooong way!
Where's My Foal?!?	-40		Mama Horses aren't happy unless they're close by to keep their little ones from harm.
Where's My Mommy?!?	-35		Foals don't like being separated from their mothers. What if there was a tiger around?!?
Yummy Goodness!	15	120	This yummy treat sure brings happiness to my tummy.



New Simology

New Wishes

Wish	Description
Adopt a Cat	Soft paws, long whiskers, and robust purrs make your Sim swoon! Use the computer, phone, or newspaper to Adopt a Cat.
Adopt a Dog	Your Sim yearns for a faithful companion who enjoys games of fetch and long walks on the beach. Use the computer, phone, or newspaper to Adopt a Dog.
Adopt a Horse	Your Sim dreams of an equine companion to saddle up and ride into the sunset! Use the computer, phone, or newspaper to Adopt a Horse.
Adopt a Pet	Your Sim longs for companionship of a non-human nature. There's something wonderful about hanging out with friends who can't talk. Use the computer, phone, or newspaper to Adopt a Pet.
Adopt a Stray	Your Sim is feeling charitable and wants to stretch out a friendly hand to a pet in need. Your Sim wants to Adopt a Stray.
Adopt a Stray	You can't help but feel a tinge of sadness when seeing stray animals. With nobody to love or care for them, they're all alone in this big world. Your Sim wants to adopt a stray.
Adopt a Unicorn	Why settle for a regular pet when you can have one of the most enigmatic, charismatic, and mythical animals to ever exist? The sheer presence of a unicorn inspires an aura of tranquility and mysticism. Not many Sims can say they've seen one, let alone have one be part of their family. So if you ever come across one—it'll be worth your while to make that unicorn a member of your family.
Adopt a Unicorn	Having a unicorn around the house would be extremely useful and very fun! Your Sim wants to Adopt a Unicorn.
Adopt a Wild Horse	Well you've done crazier stuff in your lifetime, what's one more thing to add to that list of crazy? Adopting a Wild Horse. This will cost a significant amount of Simoleons to maintain and not to mention general upkeep is going to be a handful but it'll all be worth it if you can take them out once in a while to ride off into the sunset. Your Sim wants to Adopt a Wild Horse.
Adopt Wild Horse	Befriending a wild horse is the ultimate test of a horse trainer's skill. Your Sim wants to Adopt a Wild Horse!
Adopt X Strays	You have a soft spot for animals of all shapes and sizes. To see one being mistreated, abandoned, or neglected breaks your heart. That is why you've made it a personal mission to adopt as many pets as you can to help make their world a little brighter.
Aggressively Pounce at Another Cat	Your cat is ready to start something, and a rumble sounds like a a pretty good idea right now! Your cat wants to aggressively pounce at another cat.
Attack a Bird	Your cat feels like stirring up some trouble, and scaring a bird should be fun! Your cat wants to attack a bird.
Bark at a Pet	Barking is just a dog's way of saying hello! Or to very politely suggest that you might want to remove yourself from its lawn post-haste. Whatever the reason, your dog wants to Bark at Someone!
Bark at a Raccoon	You don't like the way the raccoon looks, smells, or sounds. Barking at the raccoon should put a little scare into them! Your dog wants to bark at a raccoon.
Bark at a Stray	That stray pet looks awfully suspicious… You want to bark at the stray to let them know that you're watching their every move!
Bark at a Stray	That stray is getting awfully comfortable—struttin' around here like they own the place! Nobody comes to your home unannounced, especially unwanted visitors! Your dog wants to bark at the stray to let them know who's boss around these parts!
Bark at Someone	Barking is just a dog's way of saying hello! Or to very politely suggest that you might want to remove yourself from their lawn post-haste. Whatever the reason, your dog wants to Bark!
Bark at Something	That object totally gave your dog a threatening look! Your dog wants to Bark at the object to show it who's boss!
Bathe a Pet	No one likes a smelly pet. None of your Sim's friends will come over because your pets smell like they've been rolling around in the trash (which they probably have). Your Sim wants to Bathe a Pet.
Be Best Friends with Another Pet	Friends are there to make you laugh, cry, smile, and possibly make you angry. Not to worry though! Friends will always be there for you, through thick or thin! Your Pet wants to be Friends with Another Pet.
Be Best Friends with Another Pet	Best friends are always there for you, through thick and thin. Your Pet dreams of being Best Friends with Another Pet.
Be Blessed by a Unicorn	Being blessed by a unicorn is quite an honor! Your Sim wants to be Blessed by a Unicorn!
Be Bottle Fed	It is great to know that his/her well being is being taken care of. Your foal wants to be pampered by being bottle fed.
Be Cured by a Unicorn	It's pretty handy having a Unicorn around! They can cure certain ailments from bites, getting kicked, curses or even nausea, all with a swish of a tail! Just make sure your Unicorn is rested since it takes a considerable amount of energy to perform these miracles! Your Sim wants to Be Cured by a Unicorn.
Be Friends with Another Pet	Friends are there to make you laugh, cry, smile, and possibly make you angry. Not to worry though! Friends will always be there for you, through thick or thin! Your Sim wants to be Friends with Another Pet.
Be Hugged by a Sim	Your Sim has been a great friend to you, and there's no greater show of friendship than to hug your best friend. Your horse wants to be hugged by a Sim.
Be Near a Foal	Your horse feels like offering a little comfort and guidance to a younger member of the species. Surely the mere proximity of such a fine specimen of horse will be inspiring to the young foal. Your horse wants to Be Near a Foal.
Be Walked	A leisurely walk about town with your Sim is a great way to enjoy the open air and to stretch out your legs! Your dog wants to be walked by their Sim.
Become Best Friends with a Pet	Your Sim knows that pets make the best of friends, even more so than other Sims! Your Sim wants to Become Best Friends with a Pet.
Become Friends with X Cats	You love all things feline related. So it's no surprise that your only goal in life is to befriend as many cats as Simlishly possible! In a past life, you may have possibly been a cat, which would explain why you have this undying love for them!
Become Friends with X Dogs	You know that saying, dogs are a Sim's best friend? Not only do you believe it, that is the motto you live by. But why limit yourself to just one best friend. You want to befriend as many dogs as you can to not only show the world that dogs are a Sim's best friend, but how they are the most amazing animals in the world!
Befriend a Bird	Even if you can't fly with the birds, you can still be friends with them! Your Sim wants to befriend a bird.
Befriend a Stray	Some Sims might say that that stray pet looks mangy and is likely to bring you nothing but trouble and fleas. Your Sim, however, sees in its sad eyes the potential to make a true friend. Your Sim wants to Befriend A Stray.
Beg for Carrots	Oh, those vegetables look so yummy! You're so hungry and really really want one, like, really. You've been sooo good and deserve at least one! Your horse wants to Beg for Carrots. Please?
Beg for Food	That isn't thunder, it's your pet's stomach growling! Your pet is hungry, and it looks like no one's bothered to fill the food bowl… again. Your Pet wants to Beg for Food!
Bless a Plant	Your unicorn wants to help a plant to grow and prosper. Your unicorn wants to Bless a Plant.
Bless Someone	A Sim has proven worthy of the most magnanimous of blessings, possibly by saving a bumble bee, watering a dying flower, or just being chummy with your unicorn. Your unicorn wants to cast Bless on a Sim.
Bottle-Feed a Foal	Nothing makes your Sim sadder than seeing a hungry foal, especially when it's possible to end its hunger. Your Sim wants to Bottle-Feed the Foal.
Brush a Horse	A well-brushed pet is a loved pet! Your Sim wants to show their horse some love by getting out the pet brush. (Or perhaps your Sim just wants a pet to look slightly less like a matted mass of hair so other Sims will stop complaining…) Whatever the reason, your Sim wants to brush a horse!
Brush a Pet	Not only is brushing an important bonding experience between pet and Sim, it's also a great way to clean a pet's coat! Your Sims wants to Brush a Pet.
Buy a Hitching Post	You need a place to tie your horse up when you aren't riding him/her. Your Sim wants to buy a hitching post to help keep your horse from wandering about!
Buy a Horse	Who wants to buy a car or bicycle when you can have your very own horse to ride! Want to be the envy of all your friends and family? Buying a horse will get everybody talking! Head on down to your local Equestrian Center today and pick one up before they're all gone. Your Sim wants to buy a horse
Buy a Water Trough	Horses need a place where they can have a drink of water. Since there aren't any bars your horse can go to, the water trough is your next best bet! Your Sim wants to buy a water trough to help quench your horse's thirst.
Calm a Horse	It pains your Sim to see an upset horse. Then again, perhaps your Sim is just remembering the pain of getting thrown off an upset horse. Your Sim wants to Calm a Horse.
Carry a Bird	Wouldn't it be fun to carry around a bird, letting it perch on your hand like a makeshift tree limb, or having them pace back and forth from between both your palms? The possibilities for entertainment are endless! Your Sim wants to carry a bird.
Carry a Bird	Your Sim feels like taking a bird for a walk! It's so nice to take a stroll with a friend! Your Sim wants to carry a bird.
Carry a Cat Toy	It's hard to put down a toy once you've played with one. Your cat wants to carry a cat toy around wherever they go!
Carry a Lizard	Wouldn't it be fun to carry around a lizard, letting it scurry across your hand as you move around, or having it sit lazily on your palm like a little reptilian pewter figurine? The possibilities for entertainment are endless! Your Sim wants to Carry a Lizard.
Carry a Rodent	Wouldn't it be fun to carry around a rodent, letting it bounce around while you cup your hands together, or having it lay curled into a tiny furry ball as it sleeps on your palm? The possibilities for entertainment are endless! Your Sim wants to Carry a Rodent.
Carry a Snake	Wouldn't it be great to carry around a snake, letting it slither between your fingers, or having it wrap itself around your wrist like a highly decorative living bracelet? The possibilities for entertainment are endless! Your Sim wants to Carry a Snake.
Carry a Turtle	Wouldn't it be great to carry around a turtle, trying to poke and prod him/her to move faster, or having it sit with its head and limbs all neatly tucked into their shell like a decorative rock? The possibilities for entertainment are endless! Your Sim wants to Carry a Turtle.
Catch a Beetle	Beetles think that their hard exoskeletons will protect them from predators, but your cat knows better! Your cat wants to Catch a Beetle.
Catch a Bird	Nothing is more obnoxious than a bird flapping its wings a few inches out of reach. Birds are much easier to deal with when they are firmly pinned beneath a cat's paws. Your cat wants to Catch a Bird.
Catch a Bird	The thought of catching a bird might appear to be easy on paper, but to actually put that into practice…? With your cat-like reflexes, this shouldn't be a problem! Too bad you aren't a cat. Your Sim wants to Catch a Bird.
Catch a Burglar	A good guard pet never lets his/her guard down! Prepare for the possibility of Burglars invading your territory by Guarding the house!
Catch a Fish	Your cat feels the mockery inherent in every swish of that fish's tail. After eyeing him for so long, your cat is sure that this day will be that fish's last. Your cat wants to Catch a Fish.
Catch a Lizard	Lizards and scaley and cool and quick to run! They make excellent prey as they bask in the sun. Your Cat wants to Catch a Lizard.
Catch a Lizard	Catching lizards can be a lot like fishing. You can do it alone. You can do it with friends. But whatever you end up doing, be prepared for a lot of waiting, stalking, and cursing in loud fashion as one manages to slip past you. Your Sim wants to Catch a Lizard.
Catch a Rodent	Rodents are so annoying! They're noisy and they smell funny! With your quick agility, reflexes, and natural born hunting talent, it's time you show those varmits who is boss by Catching a Rodent!
Catch a Rodent	By far, rodents are the least deadly of pets to have in your household. So catching one should be a breeze. Easy to take care of maintenance wise, and a hit at parties, these little critters will simply melt your heart with their cuteness! Your Sim wants to Catch a Rodent.
Catch a Snake	Snakes slither in such a seductive fashion…but cats, cats are better than snakes! With their quick agility, reflexes, and natural born hunting talent it shouldn't hard at all for a cat to show that reptile who is boss! Your cat wants to Catch a Snake.
Catch a Snake	You've been wanting a pet snake for as long as you can remember. Now that you're a little older, and a little wiser, you can finally fulfill that childhood dream! Your Sim wants to Catch a Snake.
Catch a Turtle	If you want to catch a turtle, it shouldn't be too hard—seeing as how they only travel two feet per hour. Any respectable feline should be able to manage that! Your Cat wants to Catch a Turtle.
Catch a Turtle	If you want to catch a turtle, it shouldn't be too hard—seeing as how they only travel two feet per hour. And if you can't manage that, you may want to look into something more your speed, like say a rock… Your Sim wants to Catch a Turtle.
Catch Something	You're still haunted by memories of being called a hunting failure as a kitten. You want to show everyone that things have changed by Catching Something… Anything!
Catch Something Common	You're slowly starting to understand the subtle nuances and fundamentals of hunting. For your first beginner task, let's start off with something easy! You want to try to Catch Something Common.
Catch Something Extraordinarily Unusual	You're feelin' like a lean, mean, hunting machine, capable of anything! Now you want to Catch Something Extraordinarily Unusual!
Catch Something Rare	You want to take hunting to the next level. And by that, you want to Catch Something Rare!
Catch Something Uncommon	You're starting to feel like this hunting thing is no big deal. To add some challenge, you now want to try to Catch Something Uncommon.
Chase a Ball	There is nothing like Chasing a Ball to let loose all that pent up energy! A favorite activity, especially among dogs! Your pet wants to Chase a Ball.
Chase a Raccoon	Most raccoons are very playful and mischievious. It's probably a safe bet that if you chase a raccoon they'll think you want to play… or shoo them away! Either way, your pet wants to run around and chase the raccoon!
Chase Someone	Nothing will brighten your pet's day like terrorizing someone with a fun chase. Your pet wants to chase someone.
Chase the Mailman	Mailmen can be oblivious to their surroundings sometimes. And what better way than to break their day to day monotony? Randomly chasing them around the block sure gets their heart-pumping! Your Pet wants to Chase the Mailman.
Chew on Something	Deep down all dogs know that taking a bite out of the upholstery is wrong, but it just tastes so good! Your dog wants to Chew on Something.
Clean a Horse's Hooves	All that riding got your horse's hooves all dirty! It's time for a horsie manicure! Get out your tools, and have your horse hold out its hooves. Your Sim wants to Clean a Horse's Hooves pronto!
Clean a Terrarium	When your pet's terrarium needs a cleanin', who do they call? Yup you guessed it. YOU! Time to get down with the nitty gritty and make that terrarium sparkle! Your Sim wants to Clean the Terrarium for your pet.
Curse a Plant	Sometimes unicorns like to use their powers for evil things, like cursing plants. Your Unicorn wants to Curse a Plant.
Curse Someone	Someone has wronged the natural world! Or at least annoyed your unicorn, which is pretty much the same thing. Your unicorn wants to cast Curse on a Sim.
Dig a Hole	Dirt was made to be disturbed, and what lawn is not improved by a few strategically placed dog-made holes? Your dog wants to Dig a Hole
Dig through the Garbage	Your dog thinks it would be a blast to go dumpster diving. You never know what treasures you'll find in the trash! Your Dog wants to Dig through the Trash.
Dig Up Something	A dog never really needs an excuse to dig… and somehow it usually seems to be in the middle of your prize garden. To stave off your anger—and to prove that there was some method to the madness—your dog wants to Dig Up Something.
Drink From a Pond	When you're thirsty, you don't care where the water comes from. Your pet wants to Drink From a Pond.
Drink from the Toilet	There's nothing like a drink of neon blue water to really quench your thirst. Your pet wants to Drink from the Toilet.
Drink from the Water Trough	When your throat is parched what better way to ease that thirst than to drink from the Water Trough! Your Horse wants to Drink from the Trough.
Earn X Simoleons Performing Tricks	Your dog's got a taste for showbiz! Have him/her put on his/her best stage face and get out there to show his/her stuff! Your dog wants to Earn X Simoleons Performing Tricks.
Eat a Carrot	Ahh the Carrot. There is nothing more grand when it comes to meal time for a horse. It's both a good source of nutrients and a guilty pleasure all rolled up into one delicious harvestable! Your horse wants to Eat a Carrot!
Eat a Fish	The urge to have one as a tasty meal has now consumed you! You like it fresh, raw, and preferably not living. Once again proving that dogs and cats are placed above the fish on the animal food chain! Your pet wants to Eat a Fish.
Eat a Harvestable from a Plant	Mmmm Apples, Carrots, and Broccoli. Good sources of nutrients needed for a healthy diet. Having a good balance of fruits and vegetables along with their daily intake of feed makes for a happy Horse! Your Horse wants to Eat a Harvestable from a Plant.
Eat Hay	It's good to have fruits and vegetables as part of your diet, but you just can't beat a good stack of hay as a source of nourishment. Your horse wants to eat hay to stave off his/her hunger.
Eat Plant	Leaves so tender, leaves so green, stems so chewy, roots so OM NOM NOM. Your horse wants to Eat a garden plant.
Eat Something. Anything!	Sure, your pet has already had breakfast, late breakfast, elevenses, lunch, luncheon, tea, dinner, and supper, but is that ever enough? Your Pet is starving and wants to Eat Something. Anything!
Eat the Food!	A full bowl of food on the floor is second only to a full bowl of food in your stomach! Your Pet wants to Eat the Food!
Eat the Trash Pile	Dogs will eat anything… and they'll invariably want to kiss you right after. Your dog wants to Eat the Trash Pile.
Eat the X	My, that food looks delicious! Your horse is feeling hungry and thinks that it's time for a snack!
Enter a Beginner Cross-Country Competition	It's time to test your endurance and apply those rigorous hours of training into the all mighty Cross-Country Competition! Hopefully you make it out alive after the competition because these are not for the faint of heart! Your Sim wants to Enter a Beginner Cross-Country Competition.
Enter a Beginner Cross-Country Competition	It's time to test your endurance and apply those rigorous hours of training from Jumping and Racing into the all mighty Cross-Country Competition! Hopefully you make it out alive after the competition because these are not for the faint of heart! Your Horse wants to Enter a Beginner Cross-Country Competition.
Enter a Beginner Jumping Competition	Welcome to the Beginner Circuit, Newbie's Row, Amateur Hour… It's time to show them that you are not ready to head back to the riding camp just yet! Head on down to the nearest Equestrian Center to check out the competition! Your Sim wants to Enter a Beginner Jumping Competition
Enter a Beginner Jumping Competition	Welcome to the Beginner Circuit, Newbie's Row, Amateur Hour… It's time to show them that you are not ready to head back to the petting zoo just yet! Head on down to the nearest Equestrian Center to check out the competition! Your horse wants to Enter a Beginner Jumping Competition
Enter a Beginner Racing Competition	Welcome to the Beginner Circuit, Newbie's Row, Amateur Hour…. It's time to show them that you can out ride an Ice Cream Truck with three flat tires! Your Sim wants to Enter a Beginner Racing Competition.
Enter a Beginner Racing Competition	Welcome to the Beginner Circuit, Newbie's Row, Amateur Hour…. It's time to show them that you can out run an Ice Cream Truck with three flat tires! Your horse wants to enter a Beginner Racing Competition.
Enter a Cross-Country Competition	You've done well on the Racing and Jumping courses but now it's time to see how well you do when the Training Hooves come off… Go big or go back to the petting zoo! Your Sim wishes to Enter a Cross-Country Competition.
Enter a Cross-Country Competition	You've done well on the Racing and Jumping courses but now it's time to see how well you do when the Training Hooves come off… Go big or go back to the petting zoo! Your Horse wishes to Enter a Cross-Country Competition.
Enter a Jumping Competition	It's time to saddle up and buckle down! Entering a Jumping Competition is something you've been preparing for quite some time now. Time to show that all of your hard work and training weren't for nothing! Doing well here will guarantee you and your owner Simoleons, Media Exposure, and possibly crazed Equestrian Racing Groupies! Your Horse wishes to Enter a Jumping Competition.
Enter a Racing Competition	It's time to saddle up and buckle down! Entering a Racing Competition is something you've been preparing for quite some time now. Time to show that all of your hard work and training weren't for nothing! Doing well here will guarantee you and your horse Simoleons, media exposure, and possibly crazed equestrian racing groupies! Your Sim wishes to enter a Racing Competition.
Enter a Racing Competition	It's time to saddle up and buckle down! Entering a Racing Competition is something you've been preparing for quite some time now. Time to show that all of your hard work and training weren't for nothing! Doing well here will guarantee you and your owner Simoleons, media exposure, and possibly crazed equestrian racing groupies! Your horse wishes to enter a Racing Competition.
Enter an Advanced Cross-Country Competition.	You've done well on the beginner course but now it's time to see how well you do when the Training Shoes come off… Go big or go back to the petting zoo! Your Sim wishes to Enter an Advanced Cross-Country Competition.
Enter an Advanced Cross-Country Competition.	You've done well on the beginner course but now it's time to see how well you do when the Training Hooves come off… Go big or go back to the petting zoo! Your Horse wishes to Enter an Advanced Cross-Country Competition.
Enter an Advanced Jumping Competition	It's time to graduate to the big leagues and get in there with the other seasoned vets. If you don't do well here you better hope you enjoy cleaning up box stalls for real riders because that's all you'll be good for! Your Sim wants to Enter an Advanced Jumping Competition.
Enter an Advanced Jumping Competition	It's time to graduate to the big leagues and get in there with the other thoroughbreds. If you don't do well here you better hope you enjoy pulling Sims on a carriage through the park because that's all you'll be good for! Your horse wishes to enter an Advanced Jumping Competition
Enter an Advanced Racing Competition	It's time to graduate to the big leagues and get in there with the other seasoned veterans. Doing well in here will guarantee you and your horse Simoleons, media exposure, and possibly crazed equestrian racing groupies! Your Sim wishes to enter an Advanced Racing Competition.
Enter an Advanced Racing Competition	It's time to graduate to the big leagues and get in there with the other thoroughbreds. Doing well in here will guarantee you and your owner Simoleons, media exposure, and possibly crazed equestrian racing groupies! Your horse wishes to enter an Advanced Racing Competition.
Enter an International Cross-Country Competition	You've proven that you can handle the small time competitions. It's time to take your skills and back them up on the International Circuit! Will you become a household name or a forgotton local legend who has been reduced to the main attraction at the local petting zoo?… Your Sim wishes to Enter an International Cross-Country Competition.
Enter an International Cross-Country Competition	You've proven that you can handle the small time competitions. It's time to take your skills and back them up on the International Circuit! Will you become a household name or a forgotton local legend who has been reduced to the main attraction at the local petting zoo?… Your Horse wishes to Enter an International Cross-Country Competition.
Enter an International Jumping Competition	Movin' on up! You've dominated the local scene and now you're looking for a bigger and tougher challenge. You'll be pitted against the best of the best in the International Circuit. Your Sim wishes to enter an International Jumping Competition.
Enter an International Jumping Competition	Movin' on up! You've dominated the local scene and now you're looking for a bigger and tougher challenge. You'll be pitted against the best of the best in the International Circuit. Your horse wishes to enter an International Jumping Competition.
Enter an International Racing Competition	You've dominated the local and professional scene and now you're looking for a bigger and badder challenge. You'll be racing against the likes of riders names you can't even pronounce, or have only seen on high-priced Pay-Per-SimView Events. Do well here and you'll be set for life. Your Sim wishes to Enter an International Racing Competition.
Enter an International Racing Competition	You've dominated the local and professional scene and now you're looking for a bigger and badder challenge. You'll be racing against the likes of horses names you can't even pronounce, or have only seen on high-priced Pay-Per-SimView Events. Do well here and you'll be set for life. Your horse wishes to enter an International Racing Competition.
Explore Under Something	You never know what could be hidden under the things around the house! Your pet is ready for an adventure and wants to explore!
Feed a Horse by Hand	Feeding a horse from your hand is fun, but it tickles! Your Sim wants to Feed a Horse by Hand.
Feed a Wild Horse	You wonder if feeding the Wild Horse is a safe and sane idea. Hopefully they'll appreciate this act of kindness. Your Sim wants to Feed a Wild Horse.
Feed Produce	Horses like tastey treats just like Sims do. So whenever a chance presents itself, you should feed them something special! Your Sim wants to feed their horse some freshly picked produce!
Feed Treat	Your pet has been so obedient lately. Show them some love by feeding them a tasty treat!
Fight Another Pet	Your pet is feeling confrontational, and there's nothing like a good rumble to get all your feelings out in the open! Your Pet wants to Fight a Pet!
Fight Another Pet	Your pet wants to get in a fight! There's nothing quite like a good old-fashioned rumble! Your pet wants to fight another pet.
Fill the Pet Bowl	Perhaps that empty food bowl is the reason that your pet has been giving you dirty looks recently! Your Sim wants to rectify this situation by Filling the Pet Bowl.
Fill the Water Trough	When your Horse needs a drink they get it from the Water Trough. So it's your job to make sure that the Water Trough is filled with cold clear water. They'll appreciate it! Your Sim wants to Fill the Water Trough.
Find a Gem	Digging up a gem is always exciting, doubly so because then you get to keep them! Your dog wants to Find a Gem.
Find a Metal	Your dog knows that he/she can be more accurate than a metal detector and is desperate for the chance to prove it. Your dog wants to Find a Metal.
Find a Rock	The only thing more fun than digging in the dirt is digging in the dirt with a purpose! Your dog wants to Find a Rock.
Find Something Special	Playing in the dirt is even more fun when you're digging up treasures! Your dog wants to Find Something Special.
Gallop Around	Horses love to to run around, wild and free, with the grass under their feet and the wind in their hair! Your horse wants to Gallop Around.
Get a Flea Bath	Your pet has been feeling itchy lately. Perhaps a flea bath would fix that. Your pet wants to get a flea bath.
Get a Toy from the Pet Toy Crate	It's time to play with some toys! Your pet wants to Get a Toy from the Pet Toy Crate.
Get Cured by a Unicorn	Unicorns are really the best kind of medicine! Your Sim wants to be cured by a Unicorn.
Get Pregnant	Your pet has decided that it's time to start a family. There's nothing more special than creating a new life! Your pet wants to Become Pregnant!
Give a Pet a Flea Bath	Part of being a good pet-owner is de-fleaing your pet. Your Sim wants to Give a Pet a Flea Bath.
Go Catch Any Prey	The basics of learning how to hunt is learning how to catch any type of prey. Your pet wants to catch any prey and present it to their Sim.
Go Catch Specific Prey	Part of learning how to hunt is learning how to catch specific prey that your Sim wants captured. Your pet wants to catch specific prey and present it to their Sim.
Go Fishing	Your hunting prowess has grown exponentially since your last fishing outing. This time around you're determined to bring something back worth bragging about! Your Cat wants to Go Fishing in a pond.
Go for a Ride	While it's all well and good to walk around, you have the urge to experience the wind in your hair and the sun on your back. Your Sim wants to go for a ride with your horse.
Go for a Ride	While it's all well and good to walk around, you have the urge to experience the wind in your hair and the sun on your back. Your Horse wants to go for a ride with you.
Go Hunting	Your cat has heard the call of the wild and wants to show its ferocious cat nature by going out and catching something with its bare paws! Your cat wants to Go Hunting.
Go Swimming	Your dog is an expert at the doggy-paddle, but those kinds of skills don't maintain themselves! Your dog wants to go swimming!
Graze	To a horse, contentment is a mouthful of verdant lawn. Your horse wants to Graze on a patch of grass.
Greet a Stray	Your Sim's heart is melting at the sight of that lonely stray pet. Your Sim wants to Greet a Stray Pet.
Groom another pet	Love sometimes means helping someone else out with their personal hygeine. Your pet wants to groom another pet.
Groom Self	Cats hate being dirty! Unfortunately, they also hate water. To remedy this situation, cats were made with magical loufah tongues perfect for cleaning! Your cat would like to put its tongue to work and Groom Itself.
Growl at Someone	Dogs tend to growl when they sense danger or are in an uncomfortable situation. Be careful when you hear a growl because you never know what'll happen. Your dog wants to Growl at X.
Guard the Home	Your pet will protect this house! It's your pet's house, and your pet is ready to take on anyone who tries to mess with it! Your pet wants to guard the house.
Guard the X	Your pet has a feeling that someone wants to steal something from the house! The enemies could come at any moment, but your pet will be ready! Your pet wants to guard an object!
Have a Pet Get Pregnant	The only thing more fun than having a pet is having multiple pets! Your Sim wants to Have a Pet Get Pregnant.
Have Kittens	Your Sim could really use a kitten to make the hard times easier to bear. Bad things just don't seem so bad when you're snuggling with a kitten! Your Sim wants to Have Kittens.
Have Puppies	Nothing makes a day happier than owning a puppy… except perhaps for owning multiple puppies! Your Sim wants to Have Puppies.
Have Your Pet Fetch a Date	Your Sim could really use some help in the romance department. Your Sim wants to have a pet help out by Fetching a Date.
Hiss at a Raccoon	You don't like unfamiliar guests showing up just out of nowhere! Especially ones who look too cute for their own good. Your cat wants to hiss at a raccoon.
Hiss at a Stray	That stray pet looks awfully suspicious… You want to hiss at the stray to let them know that you're watching their every move!
Hiss at a Stray	That stray is getting awfully comfortable—struttin' around here like they own the place! Nobody comes to your home unannounced, especially unwanted visitors! Your cat wants to hiss at the stray to let them know they aren't wanted!
Hiss at Another Pet	Sometimes there are pets or Sims who are always strutting around, acting like they own the place! Nothing drives your pet crazier! Your Pet wants to Hiss at Another Pet to show them who's boss.
Hiss at Sim	Sometimes there are pets or Sims who are always strutting around, acting like they own the place! Nothing drives you crazier! Your Pet wants to Hiss at a Sim to show them who's boss!
Hiss at Someone	Your cat is feeling aggressive and angry and wants to hiss at someone to get those feelings out in the open!
Hop on a X	Comfortable pet bed or not, there's nothing more tempting than that fine piece of Sim furniture. Your pet wants to hop on X!
Howl Along	What do you do when you hear something so gut-wrenchingly bad that it causes the hairs on your back to stand straight up?! You Howl along in candid fashion! Your Dog wants to Howl Along.
Hug	You believe that your dog is the most loveable and cutest canine companion to ever walk this planet! Your Sim wants to give their dog a big hug to show them how much you mean to them!
Hug a Held Pet	It's only natural that when you're holding your pet, you want to give them the biggest hug possible! Your Sim wants to hug their held pet.
Hug a Horse	Your horse has been a great pet and friend to you. You want to show them that the feeling is mutual. Your Sim wants to hug his/her horse.
Hug a Horse	It's always a nice gesture to give someone a hug. Especially if that someone in particular is your horse. Your Sim wants to hug their horse to show them that they care.
Ignite a Fire	Fire and brimstone to cleanse the Earth! Your Unicorn wants to Ignite a Fire!
Invite Unicorn	Your Sim has befriended the noblest and most beautiful of creatures, the mighty and magical unicorn. Could such a wondrous being ever consent to living with a Sim? Your Sim wants to Invite a unicorn to join your household.
Jump Over a Jump Obstacle	It's time to show the world that you were meant for something greater than just grazing and eating hay. Your horse wants to Jump over a jump obstacle to show off their talent on the course!
Kick Someone	Someone has definitely crossed the line and needs to be reminded of what happens when you mess with a horse! Your horse wants to Kick a Sim.
Lead a Horse	Leading your horse around gives them a sense of security and shows them that you care. Your Sim wants to lead a horse.
Lead a Pet	Leading your pet around gives them a sense of security and shows them that you care. Your Sim wants to lead a pet.
Learn All the Tricks	There are few things that could make a pet more proud than knowing how to perform a bunch of tricks! Your dog wants to learn all the tricks in the book!
Learn How to Play Dead	Learning to Play Dead is one of the more advanced commands that you'll learn from your Sim. Once you've mastered how to play dead, you'll have added another trick to your ever-expansive repertoire! Your Dog wants to Learn how to Play Dead.
Learn How to Roll Over	Learning to Rolling Over is one of the more advanced commands that you'll learn from your Sim. Once you've mastered how to roll over, you'll have added another trick to your ever-expansive repertoire! Your Dog wants to Learn how to Roll Over.
Learn How to Shake	Learning to Shake is one of the more intermediate commands that you'll learn from your Sim. Once you've mastered how to shake, it'll open up a whole book of other tricks for you to master! Your Dog wants to Learn how to Shake.
Learn How to Sit	Learning to Sit is one of the most basic commands that you'll learn from your Sim. Once you've mastered how to sit, it'll open up a whole world of other tricks for you to master! Your Dog wants to Learn how to Sit.
Learn How to Sit Up	Learning to Sit Up is one of the most basic commands that you'll learn from your Sim. Once you've mastered how to sit up, it'll open up a whole bag of other tricks for you to master! Your Dog wants to Learn how to Sit Up.
Learn How to Speak	Learning to Speak is one of the more intermediate commands that you'll learn from your Sim. Once you've mastered how to speak, it'll open up a whole world of other tricks for you to master! Your Dog wants to Learn how to Speak.
Learn the Hunting Skill	In a time before pet bowls, pets had to find their own food and toys. Your pet wants to get in touch with the past and Learn the Hunting Skill.
Let a Pet Sniff Your Hand	The best way to introduce yourself to a pet is to let that pet sniff your hand. Your Sim wants to let a pet sniff your Sim's hand.
Lick a Salt Lick	When you're feeling a little hungry but are not in the mood for a full meal, the salt lick is the perfect answer! Your horse wants to lick a salt lick to curb their hunger.
Lick a Sim	If there's one surefire way to show canine affection, it's the swift introduction of dog tongue to Sim face. Your dog wants to Lick a Sim.
Lie Down	Sometimes you just need a little refresher to get you through the day. Your pet wants to lie down to rejuvenate some energy!
Lie Down in the Pet Bed	Even though your pet isn't really sleepy, it would be so nice to lie down somewhere quiet… just for a second. Your pet wants to lie down in the pet bed.
Lie Down in the Pet House	Even though your pet isn't really sleepy, it would be so nice to lie down somewhere quiet… just for a second. Your pet wants to Lie Down in the Pet House.
Mark Your Sim	Similar to "marking a territory", you want to let your Sim know that he/she is your favorite! Your pet wants to mark a Sim to show them some love.
Master a Skill	Mastering a Skill takes great patience and dedication, but your Pet aspires to be the best. Have your Pet practice the skill and complete Opportunities, and great things will happen.
Mate with X	Your pet is absolutely smitten with X and has decided it's time to take their relationship to the next level. Your Pet wants to Mate with X.
Meet a Pet	There's a whole world of cute kitties, playful puppies, and happy horsies out there to find, so what are you doing sitting around here? Your Sim wants to meet a new pet!
Meet Pet	There are hundreds of strange and exciting scents in the air. What kind of fascinating creatures could they belong to? Your pet wants to meet another pet!
Mourn a Pet	Losing someone is always hard, whether it's a Sim or a pet. Your Sim wants to mourn the loss of a pet.
Name a Bird	You don't want to go around calling your bird "Hey You, yea the one with the wings" all your life do you? I'm sure your pet doesn't want that to happen either! Your Sim wants to Name their Bird.
Name a Lizard	You don't want to go around calling your lizard "Hey You, yea the scaly one" all your life do you? I'm sure your pet doesn't want that to happen either! Your Sim wants to Name their Lizard.
Name a Rodent	You don't want to go around calling your rodent "Hey you, yea the fuzzy one" all your life do you? I'm sure your pet doesn't want that to happen either! Your Sim wants to Name their Rodent
Name a Snake	You don't want to go around calling your snake "Hey You, yea the one who looks like my favorite belt" all your life do you? I'm sure your pet doesn't want that to happen either! Your Sim wants to Name their Snake.
Name a Turtle	You don't want to go around calling your turtle "Hey You, yea the one with the big shell on your back" all your life do you? I'm sure your pet doesn't want that to happen either! Your Sim wants to Name their Turtle.
Nicker at a Sim	Nickering is just a horse's way of telling you it cares! Your Horse wants to Nicker at a Sim!
Nicker at Pet	Nickering is just a horse's way of telling you it cares! Your horse wants to Nicker at another pet.
Nurse from Mother	As a fledgling foal, your mother is the main source for your guidance and nurturing into adulthood. You want to cherish these moments before you outgrow them. Your foal wants to nurse from its mother.
Nurse the Foal	Your horse is feeling maternal, and an important part of being a good mother is making sure that your child doesn't starve. Your horse wants to Nurse the Foal.
Nuzzle with a Pet	Sometimes you just want to nuzzle that special someone to show them how much you care. Your pet wants to show some love to another pet by nuzzling with them!
Nuzzle with Anotther Pet	Sometimes you just want to nuzzle that special someone to show them how much you care. Your pet wants to show some love to another pet by Nuzzling with them.
Open the Bird Cage	No one likes being cooped up in a cage all day! Your Sim wants to open the bird cage.
Own X Jumping Obstacles	A great obstacle course is created by placing multiple jump obstacles down at one area. Your Sim wants to own X horse jumping obstacles to create their perfect course.
Paint Portrait of a Pet	A special pet deserves a special commemoration! Your Sim thinks that pets should be immortalized through art! Your Sim wants to Paint a Portrait of a Pet.
Pet a Held Pet	It's only natural that when you're holding your pet, that you pet them while they're helplessly wriggling and squirming in your arms! Your Sim wants to pet their pet.
Pet a Raccoon	Your Sim thinks that the raccoon that's been roaming around the lot looks so soft! Your Sim wants to Pet a Raccoon.
Pet a Wild Horse	Should you push your luck even further and Pet the Wild Horse? Everything else has gone pretty well right?! Right! Let's hope the Wild Horse continues to be tame and content. Your Sim wants to Pet a Wild Horse.
Pet Pet on Floor	Your pet loves it when you scratch and rub their heads while they're lying on the floor. Showing them affection can definitely go a long way! Your Sim wants to lovingly pet their pet while they're on the floor.
Pet Raccoon	So furry! So cute! So possibly ridden with disease! Your Sim wants to throw caution to the wind and Pet a wild raccoon.
Pet WooHoo	You're feeling quite frisky and want to have some fun with that special someone. Your Pet wants to WooHoo with their special pet companion!
Pick up a Pet	Pets are so cuddly and cute; they were obviously meant to be held! Your Sim wants to Pick Up a Pet.
Pick Up Pet	Your pet needs some quality Sim time. Picking them up and playing with them would make your pet really happy! Your Sim wants to pick up a pet!
Play Fetch	Your Sim thinks that throwing a plain ol' stick around can be a lot of fun. Oh how right they were! Your dog wants to play fetch.
Play in a Puddle	Splashing around in puddles is always great fun! Your pet wants to Play in a Puddle!
Play in the Toilet Bowl	Even though there aren't any fish to tease, cats love splashing around in the toilet. Though from that smug look on your cat's face seems to indicate that the real fun comes from watching you clean up the mess… Your cat wants to Play in the Toilet Bowl.
Play in the Trash Pile	Nothing screams "good time" like rolling around in a big pile of trash! Your cat wants to Play in the Trash Pile.
Play in the Tub	Making a mess by splashing around in the tub is way more fun than actually submitting to a bath! Your cat wants to Play in the Tub.
Play On	Hyper Pets are always ready for action and today is no exception. Find a good spot and Play On on the floor!
Play Tug of War	Your Sim thinks they can beat you at a game of Tug of War. Little do they know, they've already lost before the game has even begun! Your dog wants to play a friendly little game of Tug of War.
Play with a Bird	Many hours of enjoyment can be had by playing with a pet! It'd be fun to be able to talk with a bird and have them talk back! Your Sim wants to play with a bird.
Play with a Cat Toy	Playing with toys comes naturally for a cat. Big. Small. Fuzzy. Noisy. You name it; and you'll play with it! Your cat wants to have fun and play with a cat toy!
Play with a Lizard	Many hours of enjoyment can be had by playing with a pet! It'd be great to be able to pet and nuzzle your scaly little friend! Your Sim wants to Play with a Lizard.
Play with a Raccoon	Just like yourself, you love playtime! So it's a no brainer that when it comes to playing around with a raccoon, you're bound to have tons of fun! Your pet wants to play with a raccoon.
Play with a Rodent	Many hours of enjoyment can be had by playing with a pet! It'd be great if you could pet and nuzzle your furry little critter! Your Sim wants to Play with a Rodent.
Play with a Snake	Many hours of enjoyment can be had by playing with a pet! It'd be fun to watch your snake slither and wind itself around your hand! Your Sim wants to Play with a Snake.
Play with a Turtle	Many hours of enjoyment can be had by playing with a pet! It'd be great if you could watch your turtle move about with molasses-like determination! Your Sim wants to Play with a Turtle.
Play with Another Pet	It's always fun to play with Sims, but sometimes you just want to run around with someone your own size. Your pet wants to Play with Another Pet!
Play with the Cat Dancer Toy	Playing with toys is second nature when it comes to being a cat and the cat dancer toy will end up giving your feline friend hours of enjoyment, not to mention a headache after all the bobbing and weaving they'll have to do! Your Cat wants to Play with the Cat Dancer Toy.
Play with the Happy Horse Ball	Your horse knows that playing with toys is a great way to spend any day! Your horse wants to play with the Happy Horse Ball.
Play with the Wall Dancer Toy	That wall dancer toy is a blast! Knocking it back and forth can mean hours of fun… for the cat, of course! Your cat wants to Play with the Wall Dancer Toy.
Playfully Chase Someone	Chasing someone who will run away is even more fun than chasing a toy! Your pet wants to playfully chase someone!
Playfully Chase X	Chasing something that will run away is even more fun than chasing a toy! Your pet wants to playfully chase another pet.
Playfully Pounce at Another Cat	Your cat is feeling sneaky and wants catch another cat with a surprise-attack! Your cat wants to playfully pounce at another cat.
Practice Hunting on the Catnip Toy	As a feline, you possess a natural born talent for hunting. Still, it doesn't hurt to practice those skills once in awhile. Your cat wants to practice hunting on the catnip toy.
Praise Your Pet	Your pet has been on a roll! A little positive reinforcement is in order. Your Sim wants to praise their pet to help boost morale!
Present a Gift to a Pet	To show their love, cats often make generous gifts to their friends. They know other pets love the half-eaten snakes and bird feathers they lovingly leave in their friends' food bowls. Your cat wants to Present a Gift to Someone.
Present a Gift to Someone	Your cat knows exactly what will make a Sim happy! From a chewed up bird to a badly frightened mouse, cats are great at picking out gifts and, boy, are they smug about it. Your cat wants to Present a Gift to a Sim.
Protect the Pet Bed	This is a restricted zone; no one gets in or out without your pet's permission! Your Pet wants to protect the Pet Bed from any and all possible threats be it animal or Sim!
Protect the Pet House	This is a restricted zone; no one gets in or out without your pet's permission! Your Pet wants to Protect the Pet House from any and all possible threats!
Push Your Dog into the Bathtub	It's that time of the month… your dog reeks and needs to take a bath. Your dog is putting up resistance so it's up to you to give them a little nudge into the bathtub!
Put on Exhibition of Dog's Tricks	Now that your Sim has taught the dog all those cool tricks, it's time to show them off! Your Sim wants to put on an exhibition of all the tricks the dog's learned!
Put the Pet Toys Away	This place is a mess! No matter how many times the pets are told to put away their toys, they never seem to listen! Your Sim wants to Put the Pet Toys Away.
Reach Level 10 of Riding Skill	Lightweight and agile, the Jockey is the driving force when it comes to Horseback Riding. To reach actual Jockey status, one must dedicate one's life to serving and being one with their horse and their various trainers. The path to becoming a full-fledged Jockey is not an easy task and requires intense training, competing in rigorous competitions, and the will to win.
Replace the Scratching Post	Your cat has used and abused the living daylights out of the Scratching Post! Thankfully it's the scratching post you'll be replacing and not your zebra-print eight person sectional with matching area rug… Mental Note: Must Get a Zebra-printed Scratching Post. Your Sim wants to Replace the Scratching Post.
Ride a Horse	Your Sim has always dreamed of riding through the world on horseback. Your Sim wants to ride a horse.
Ride a Horse Bareback	Your Sim is ready to take horseback riding to the next level! Your Sim wants to ride a horse bareback!
Rub a Horse's Neck	Nothing shows love like a nice neck pat. Your Sim wants to rub a horse's neck.
Rub Belly	Your pet loves it when you rub their belly! Tickling and playing with them shows them how much you care.
Run Around	There's nothing like the feel of the wind in your hair and firm ground beneath your feet to get a pet all worked up. Your pet wants to get some exercise and Run Around.
Run the Jumping Course	You've trained on the jump obstacles and are ready to try out the real deal. Your horse wants to run the jumping course to see how much they've improved!
Scatter Some Hay	Those neat little piles of hay didn't put themselves together all by their lonesome! Your Sim wants to scatter some hay to make mealtime easier on their horse.
Scold Your Pet	Your pet has been acting up and is getting out of control! A little negative reinforcement never hurt anybody! Your Sim wants to scold their pet to put them in line.
Scratch My Back!	Sometimes you have an itch that you really need to scratch! Your Horse wants your Sim to scratch its back.
Scratch on the Cat Condo	Cats looooove to scratch. They'll scratch on anything and everything. From your imported leather couch to your dangling right arm while sitting at the dinner table. That's why items like the Cat Condo were invented so you could be spared the pain of having to re-upholster your couch and arm… Have your cat Scratch on the Cat Condo
Scratch Something	Deep down all cats know that shredding the upholstery is wrong, but it is impossible to resist this primal urge! Your cat wants to Scratch something, now!
Scratch the Scratching Post	Feeling the need to dig your claws into something, everything, or anything? Then this is the thing for you! Even though this Scratching Post isn't as fun as say scratching your Sim's favorite piece of furniture or their overly priced and paid for leopard-print area rug, you're content on scratching this post till your claws fall off! Your Cat wants to Scratch the Scratching Post.
Sculpt a Pet	Sculpting the true likeness of a Sim is the epitome of flattery…or perhaps borderline obsession? Your Sim wants to Sculpt a Pet.
See a Deer	While they're not too common around these parts, deer do occasionally come out to explore and graze. Hopefully one will wander out to your home! Your Sim wants to see a deer out in the wild.
See a Raccoon	Pranksters and curious by nature, raccoons can get into either a lot of fun or into a lot of trouble! Always be on your guard when one is prowling about. Your Sim wants to See a Raccoon.
See a Wild Horse	You see out in the semi-far distance something that oddly resembles a mass of tangled hair on four legs. You can't be totally sure but you think it may be a Wild Horse. You wonder if your eyes are playing tricks on you. Your Sim wants to See a Wild Horse.
See a Wild Horse	Your pet's curiosity is aroused when other animals are around. So of course their curiosity meter is going haywire once they spot a horse out in the Wild. They're down right rare in urban or suburban areas so when your pet actually catches a glimpse of one—for them it's like seeing a double rainbow! Your Pet wants to see a Wild Horse.
Sell a Horse	Sometimes you need to sell a horse in order to make room in your stable for a new horse. Your Sim wants to sell a horse to a potential buyer.
Set a Bird Free	Sometimes you have to say good-bye to a good friend. Your Sim wants to set a bird free; it's time for the bird to make its own way in the world.
Shoo a Stray	That stray looks like all kinds of trouble! Quick, shoo it away before it gets too comfortable and decides to stick around… permanently! Your Sim wants to Shoo the Stray.
Shoo Off!	There are so many comfortable places to sit or lie around the house. Too bad your Sim doesn't agree with some of your choice hot spots! Your Sim wants to shoo you off!
Sit on Sim's Lap	Your pet thinks your Sim is great… well, great as a chair, at least! Your Pet wants to Sit on Sim's Lap.
Sit on Sim's Lap	Your Pet likes to sit wherever it pleases. On the couch, on your bed, and your lap. No place is safe once your pet decides it's time to put up their paws to take a rest! Your pet wants to Sit on a Sim's Lap.
Sleep in the Pet Bed	Ah, your own personal space! It's always nice to have some place to sleep where nobody dares to intrude. Your pet wants to sleep in the pet bed.
Sleep in the Pet House	Ah, privacy! It's always nice to have some peace and quiet to sleep. Your Pet wants to Sleep in the Pet House.
Sleep on Something	Sleeping is one of pets' favorite pastimes. They love finding new and different places to sleep. Now, your pet wants to Sleep on Something.
Smooch	You believe that your dog is the most loveable and cutest canine companion to ever walk this planet! Your Sim wants to show some love and give their dog a big smooch!
Smooch a Held Pet	It's only natural that when you're holding your pet, you want to give them the biggest smooch possible! Your Sim wants to smooch their held pet. Muah!
Sniff a Pet	Sniffing is just a pet's way of saying "Hi!" Your pet wants to Sniff another pet.
Sniff a Raccoon	You aren't sure if the raccoon that randomly showed up in your area is friendly or not. It's probably a good idea to sniff about to find out what they're all about! Your pet wants to sniff at a raccoon.
Sniff a Sim	Sniffing a Sim is just a pet's way of saying "Hi!" Your pet wants to Sniff a Sim.
Snuggle in the Pet Bed with Another Pet	While it's nice to have the pet bed all to yourself, having another pet with you to snuggle with makes it that much better! Your pet wants to snuggle in the pet bed with another pet.
Socialize with Another Animal	Pets like to chat with their friends, too, just like people! Your pet wants to Socialize with Another Animal.
Stamp	You're so mad right now that you can't help but stamp at everybody and everything! Your horse wants to stamp at anything in their way!
Stamp at Another Pet	You're so mad right now that you can't help but let the world know! Your horse wants to Stamp at another pet.
Steal some Food	You'll try and be sneaky about it. Making sure nobody is looking in your direction when you try for it. leaving food or snacks on the counter out in the open is just asking for it to be liberated! Your Cat wants to Steal Food from the Counter.
Stock a Bird	What's better than having a barrel-rolling in mid-air feathered fanatic? How about having two of them? Your Sim wants to stock the bird cage with a Bird.
Stock a Lizard	What's better than having a scaly little bugger resting on a rock underneath a sun lamp? How about having two of them? Your Sim wants to Stock the terrarium with a Lizard.
Stock a Rodent	What's better than having a hyper-active furry frenzy bouncing all around your terrarium? How about having two of them? Your Sim wants to Stock the terrarium with a Rodent.
Stock a Snake	What's better than having a scaly and slippery little sidewinder slitherin' all up in your terrarium ? How about having two of them? Your Sim wants to Stock the terrarium with a Snake.
Stock a Turtle	What's better than having a directionally-challenged, slow-as-molasses reptile resting on a rock underneath a sun lamp? How about having two of them? Your Sim wants to Stock the terrarium with a Turtle.
Stock the Bird Cage	Your Sim wants a pet bird and thinks that the cage would be a safe and happy home for a bird. Your Sim wants to stock the bird cage.
Stock the Bird Tree	Your Sim wants to have a bird in the house and thinks that the bird tree would be a great place for a feathered friend to call home. Your Sim wants to stock the bird tree.
Survey the Cat Condo	Whether they're scouting out a new place to sleep or sizing up the distance from the top of the Cat Condo to the floor, cats will Survey the environment around them to make sure things look a-okay. Have your cat Survey the Cat Condo.
Take a Bird	It'd be nice if you called out to your pet and they instinctively knew to fly into your pocket, alas you'll have to settle for taking them out of their cage the old fashioned way. Your Sim wants to Take a Bird from the bird cage.
Take a Lizard	It'd be nice if you called out to your pet and they instinctively knew to scurry into your pocket, alas you'll have to settle for taking them out of their terrarium the old fashioned way. Your Sim wants to Take a Lizard from the terrarium.
Take a Nap	Sometimes you just need a little refresher to get you through the day. Your horse wants to take a nap to rejuvenate some energy!
Take a Rodent	It'd be nice if you called out to your pet and they instinctively knew to hop into your pocket, alas you'll have to settle for taking them out of their terrarium the old fashioned way. Your Sim wants to Take a Rodent from the terrarium.
Take a Snake	It'd be nice if you called out to your pet and they instinctively knew to slither into your pocket, alas you'll have to settle for taking them out of their terrarium the old fashioned way. Your Sim wants to Take a Snake from the terrarium.
Take a Turtle	It'd be nice if you called out to your pet and they instinctively knew to jump into your pocket, alas you'll have to settle for taking them out of their terrarium the old fashioned way. Your Sim wants to Take a Turtle from the terrarium.
Take a Walk to the Beach	There are few things as enjoyable as a stroll along the shore. Take in the fresh air, sun, and quality time with your Sim. Your dog wants to take a walk to the beach.
Take a Walk to the Dog Park	Running around the house is all well and good, but you're interested in one thing only, and that's to run around in the great outdoors! Your dog wants to visit a dog park.
Take a Walk to the Park	A public green area used for recreational activities is a great place to have some fun! Your dog wants to take a walk to the park.
Take a Walk to the Pool	Cool, blue, and clear water means a chance to swim! Your dog wants to take a walk to the pool.
Take Your Pet out for a Walk	A leisurely walk about town with your pet is a great way to enjoy the open air. Your Sim wants to take their dog out for a walk.
Talk to Your Pet	Being sociable to your pet goes a long way. They may not be able to talk back, but they can understand every word you say! Your Sim wants to Talk To their pet.
Talk with a Bird	After birds learn to talk, they develop into quite proficient conversationalists! Your Sim wants to talk with a bird.
Tap Your Hoof to the Music	Hearing music puts you in a happy mood. Once that rhythm gets a hold you of you can't help but bob your head and tap your hoof to the beat! You want to Tap your Hoof to the music.
Teach a Bird to Talk	Your Sim is sure that birds would make great conversationalists, if only they knew how to talk! Your Sim wants to teach a bird to talk.
Teach Hunting Skill to X	Your Sim thinks that your dog has the perfect pointing form and would make an excellent hunter! Your Sim wants to Teach your Dog the Hunting Skill.
Teach Your Dog how to Play Dead	Teaching your dog tricks is always a fun-filled a activity! A more advanced trick or tactic of the standard Roll Over—the Play Dead command—is great for tricking unsuspecting mailmen or unwanted visitors! Your Sim wants to Teach your Dog how to Play Dead.
Teach Your Dog how to Roll Over	Teaching your dog tricks is always a fun-filled activity! Teaching them how to Roll Over can be a bit tricky. One thing to always keep in mind: never tell them to roll over more than once, less you want your poor canine friend to be dizzy when he or she finally stops! Your Sim wants to Teach your Dog how to Roll Over.
Teach Your Dog how to Shake	Teaching a dog a new trick takes time and patience, but it's all worth it once the dog masters it! Your Sim wants to teach a dog to Shake.
Teach Your Dog to Sit	Teaching your dog tricks is always a fun-filled activity! They may not always obey you at first —actually they probably won't start obeying you until the 50th or 60th time—but still! It's all about the journey and not the reward, right?! Your Sim wants to Teach your Dog to Sit.
Teach Your Dog to Sit Up	Teaching your dog tricks is always a fun-filled a activity! Having them Sit Up when you raise your hand or when you call the command is always gratifying. Until they start doing the opposite of what you mean, which then becomes a total pain. Your Sim wants to Teach your Dog to Sit Up.
Teach Your Dog to Speak	Teaching your dog tricks is always a fun-filled a activity! Having them energetically respond back with a Bark while you speak the command is a great feeling! Your Sim wants to Teach your Dog to Speak.
Tease Cat with Cat Toy	Sometimes you just want to tease your cat to make playtime that much more fun! Your cat wants to play with the cat toy.
Teleport…	Why spend energy walking when you can just teleport? Your Unicorn wants to Teleport somewhere.
Tell Your Dog to Dig Up Something	Your Sim has a hankering to dig for treasure… but would really prefer it if someone else would do the digging part. Your Sim wants to Tell a Dog to Dig Up Something.
Train an Untrained Horse	Untrained horses need love and a friendly rider before they'll let just anyone on their back. Your Sim wants to saddle and ride this horse until they're no longer untrained.
Train for a Racing Competition	Kicking up dust against opponents in a horse race is every horse's dream! Your Sim wants to train harder for the next race!
Train for Jumps	Those jump obstacles look mighty intimidating! Maybe you should train a little more before trying to tackle that on your first try. Your horse wants to train for jumps.
Try for Foal with a Horse	Hey hey hey, who's that pony with the stylin' mane and gorgeous hooves? That's prime equine parenting material! Your horse wants to Try for a Foal with another horse.
Try for Kittens with X	Some cats have better, shall we say, "parenting potential" than others. Your cat wants to Try for Kittens with X.
Try for Puppies with X	Maybe it's the scent, maybe it's the way they wag their tail, or maybe it's the way the sunlight glitters in their slobber. Whatever it is, X has a certain doggish charm that seems to be working. Your dog wants to Try For Puppies with X.
Upgrade the Water Trough	When the basic water trough just isn't enough—maybe it's time to think about upgrading to something better. Your Sim wants to upgrade the current water trough to something marvelous!
Visit a Cat Jungle	Running around the house is all well and good, but you're interested in one thing only, and that's to run around in the great outdoors! You want to go to a Cat Jungle!
Visit a Cat Jungle	Running around the house is all well and good, but your cat is interested in running around in the great outdoors. Your cat wants to go to a Cat Jungle!
Visit a Dog Park	Running around the house is all well and good, but you're interested in one thing only, and that's to run around in the great outdoors! You want to Visit a Dog Park!
Visit a Dog Park	Running around the house is all well and good, but your dog is interested in running around in the great outdoors. Your dog wants to Visit a Dog Park!
Visit a Graveyard	Even though the other pets are scared of ghosts, your pet laughs in the face of terror! Your pet wants to Visit a Graveyard!
Visit a Horse Ranch	Salt licks, hay bales, water troughs—the Horse Ranch has everything! It's like a home away from home! Hey, it might even be better than home… if you were a horse. Your Pet wants to Visit a Horse Ranch.
Visit the Beach	There are few things as enjoyable as a stroll along the shore. Take in the fresh air, sun, and quality time with your pet. Your Sim and their pet want to Take a Walk to the Beach together.
Visit the Horse Ranch	Your Sim is interested in experiencing the smell of hay, leather saddles, and sweating horses first-hand. Your Sim wants to Visit the Horse Ranch.
Visit the Horse Ranch	Your Sim is interested in experiencing the smell of hay, leather saddles, and sweating horses first-hand. Your Sim wants to Visit the Horse Ranch.
Visit the Park	A public green area used for recreational activities is a great place to have some fun! Your Sim and their pet want to Take a Walk to the Park together.
Visit the Public Pool	Cool, clear water means a chance to swim! Your Sim and their pet want to Take a Walk to the Public Pool together.
Watch a Bird	While it'd be nice to pick up and play with a bird, you're more content on watching and making peekaboo faces through your hands. Your Sim wants to Watch a Bird.
Watch a Bird	Watching a bird flutter around its cage can be very relaxing--and occasionally quite funny! Your Sim thinks it would be fun to watch a bird.
Watch a Cat Play with a Cat Toy	Your cat seems to be having a lot of fun with their cat toy. It'll be a good learning experience if you watch them play for a while! Your Sim wants to watch his/her cat play with a cat toy!
Watch a Deer	While you would rather play with the deer that's wandered into your area, you're actually more curious about how they act when they think nobody is watching! Your Sim wants to watch the deer in their natural habitat.
Watch a Lizard	While it'd be nice to pick up and play with a lizard, you're more content on watching and trying to mimic the mating call of the Pygmy Komodo Dragon. Your Sim wants to Watch a Lizard.
Watch a Raccoon	While you would rather pet or chase away the raccoon that's wandered into your area, you're actually more curious about how they act when they think nobody is watching! Your Sim wants to watch the raccoon in their natural habitat.
Watch a Rodent	While it'd be nice to pick up and play with a Rodent, you're more content on watching and trying to mimic the mating call of the Nothern Simladonia Womrat. Your Sim wants to Watch a Rodent.
Watch a Snake	While it'd be nice to pick up and play with a Snake, you're more content on watching them in their natural surroundings. Your Sim wants to Watch a Snake.
Watch a Turtle	While it'd be nice to pick up and play with a Turtle, you're more content on watching and making peekaboo faces through your hands. Your Sim wants to Watch a Turtle.
Watch a Unicorn	Getting to watch a unicorn is a magical and unique experience. Your Sim wants to Watch a Unicorn.
Watch a Wild Horse	Tempted as they might to interact with a Wild Horse, household pets do have some common sense. Anything 8-10x bigger than you, you pretty much leave alone! Circling around or obediently staying by your side is what most pets will do when coming across unfamiliar situations. Your Pet wants to Watch a Wild Horse.
Watch a Wild Horse	Upon closer inspection the Wild Horse looks fairly docile and obedient. How can you tell? Well he or she hasn't kicked you in the shins yet for watching him or her for an extensive amount of time… Your Sim wants to Watch a Wild Horse.
Watch an Equestrian Competition	Nothing gets the heart more pumped like watching Horseback Riders go at in a battle of grace, elegance, and jumps. Lots of jumps. Travel down to your nearest Equestrian Center to check out the local competition! Your Sim wants to Watch an Equestrian Competition.
Watch Ant	Ants are so cool! They're industrious and strong, and watching them is even more fun than watching paint dry! Your Sim wants to Watch Ants in the Ant Farm.
Watch Fish in a Fish Bowl	There is just some mesmerizing effect that comes over you when you watch fish in a bowl or aquarium. The way the fish swim lazily from side to side, or the way they just aimlessly float for what seems forever, is just very calming! Your Pet wants to Watch Fish in a Fish Bowl.
Watch TV	Lacking an opposable thumb, pets have some trouble with the tv remote. Luckily, they're equally fascinated by all the channels! Your pet wants to Watch TV.
Watch Your Cat in the Cat Jungle Gym	Your cat has been spending lots of time hanging out on the jungle gym. So much time, that it's piqued your interest. Your Sim wants to watch their cat in the Cat Jungle Gym.
Whinny	Nothing screams out "I'm a HORSE!" like a great big whinny. Your horse wants to show the world what's what with a Whinny.
Whisper to a Horse	There is an ancient, secret technique of winning a horse's heart through hushed tones and subtle movements. Your Sim wants to use this technique and Whisper To a Horse.
Win a Beginner Cross-Country Competition	You've trained countless hours and days for this competition. Now it's time to prove to your fans and the boys back at the stable that you aren't just a one-trick pony! Your Sim wants to Win a Beginner Cross-Country Competition.
Win a Beginner Cross-Country Competition	You've trained countless hours and days for this competition. Now it's time to prove to your owner, fans, and the boys back at the stable that you aren't just a one-trick pony! Your Horse wants to Win a Beginner Cross-Country Competition.
Win a Beginner Jumping Competition	You've trained consistently around the clock the past couple of months for this very moment. It's time to show the world, that training wasn't a wasted effort! Your Sim wants to win a Beginner Jumping Competition.
Win a Beginner Jumping Competition	You've trained consistently around the clock the past couple of months for this very moment. It's time to show the world, that training wasn't a wasted effort! Your horse wants to win a Beginner Jumping Competition.
Win a Beginner Racing Competition	You've trained countless hours and days for this competition. Now it's time to prove to your owner, fans, and that random guy who cleans up your poop in the Box Stall that you aren't just a one-trick pony! Your Horse wants to win a Beginner Racing Competition.
Win an Advanced Cross-Country Competition	You've trained countless hours and days for this competition. Now it's time to prove to your fans and that random guy who cleans up your poop in the Box Stall that you aren't just a one-trick pony! Your Sim wants to win an Advanced Cross-Country Competition.
Win an Advanced Cross-Country Competition	You've trained countless hours and days for this competition. Now it's time to prove to your owner, fans, and that random guy who cleans up your poop in the Box Stall that you aren't just a one-trick pony! Your Horse wants to win an Advanced Cross-Country Competition.
Win an Advanced Jumping Competition	You've trained consistently for the past couple of months. All that training, hard work, and crashing face first into the Triple Bars is finally going to pay off! Show the world what you can do! Your Sim wishes to Win an Advanced Jumping Competition.
Win an Advanced Jumping Competition	You've trained consistently for the past couple of months. All that training, hard work, and crashing face first into the Triple Bars is finally going to pay off! Show the world what you can do! Your horse wishes to win an Advanced Jumping Competition.
Win an Advanced Racing Competition	You've trained countless hours and days for this competition. Now it's time to prove to your owner, fans, and the boys back at the stable that you aren't just a one-trick pony! Your Horse wants to win an Advanced Racing Competition..
Win an International Cross-Country Competition	You've trained countless hours and days for this competition. All those Beginner and Advanced races were just practice heats… This is the real deal! Show'em what you've got and bring him the gold! Your Sim wants to Win an International Cross-Country Competition.
Win an International Cross-Country Competition	You've trained countless hours and days for this competition. All those Beginner and Advanced races were just practice heats… This is the real deal! Show'em what you've got and bring him the gold! Your Horse wants to Win an International Cross-Country Competition.
Win an International Jumping Competition	The time for playin' around has ended. It's time you took on bigger events and challenges. No nation too big or too great can stop you from Equestrian World Domination. Your Sim wants to win an International Jumping Competition.
Win an International Jumping Competition	The time for playin' around has ended. It's time you took on bigger events and challenges. No nation too big or too great can stop you from Equestrian World Domination. Your horse wants to win an International Jumping Competition.
Win an International Racing Competition	You've trained countless hours and days for this competition. All those Beginner and Advanced races were just practice heats… This is the real deal! Show'em what you've got and bring home the gold! Your Horse wants to Win an International Racing Competition.
Win X Advanced Cross-Country Competitions	Alright! Your horse's skill has finally been refined to a point of near perfection! You've been tallying up an impressive win streak! But don't stop there; there's plenty of competition left out there to dominate. Let's see how far you can get before your mojo runs out! Your Horse wants to Win X Advanced Cross-Country Competitions.
Win X Advanced Jumping Competitions	Alright! Your horse's skill has finally been refined to a point of near perfection! You've been tallying up an impressive win streak! But don't stop there; there's plenty of competition left out there to dominate. Let's see how far you can get before your mojo runs out! Your Horse wants to Win X Advanced Jumping Competitions.
Win X Advanced Racing Competitions	Alright! Your horse's skill has finally been refined to a point of near perfection! You've been tallying up an impressive win streak! But don't stop there; there's plenty of competition left out there to dominate. Let's see how far you can get before your mojo runs out! Your Horse wants to Win X Advanced Racing Competitions.
Win X Beginner Cross-Country Competitions	All those hours of practice, hard work, and dedication have finally paid off! You've been tallying up an impressive win streak! But don't stop there, this is just the beginning. Let's see how far you can get before your mojo runs out! Your Horse wants to Win X Beginner Cross-Country Competitions.
Win X Beginner Racing Competitions	All those hours of practice, hard work, and dedication have finally paid off! You've been tallying up an impressive win streak! But don't stop there, this is just the beginning. Let's see how far you can get before your mojo runs out! Your Horse wants to Win X Beginner Racing Competitions.
Win X Beginning Jumping Competitions	All those hours of practice, hard work, and dedication have finally paid off! You've been tallying up an impressive win streak! But don't stop there, this is just the beginning. Let's see how far you can get before your mojo runs out! Your Sim wants to Win X Beginner Jumping Competitions.
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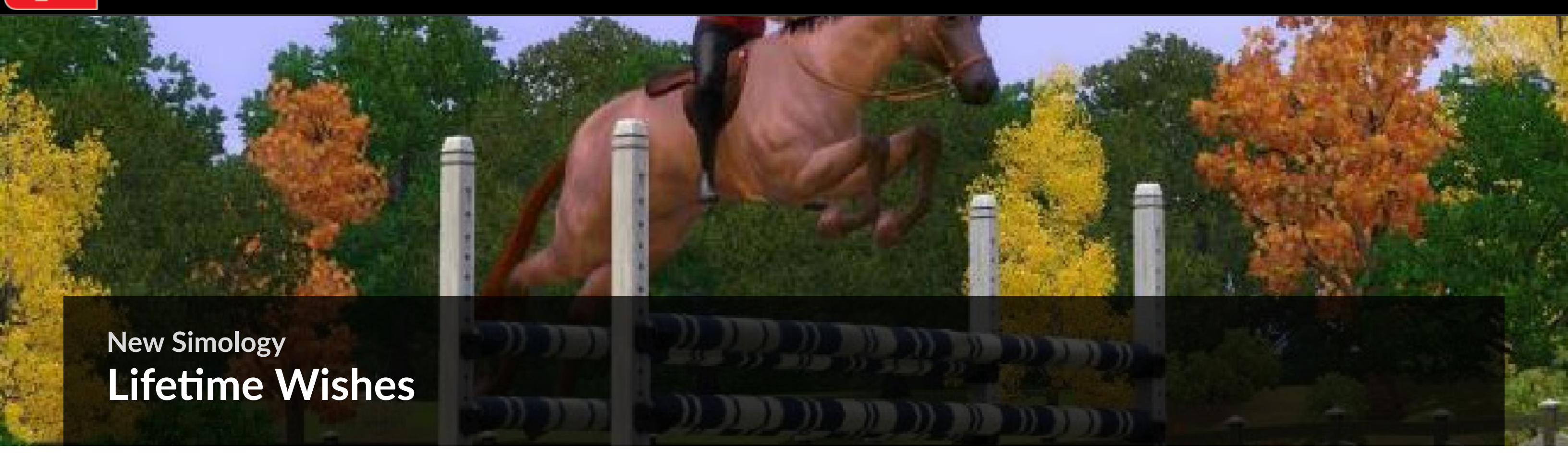
Win X Cross-Country Competitions	Alright! Your horse's skill has finally been refined to a point of near perfection! You've been tallying up an impressive win streak! But don't stop there; there's plenty of competition left out there to dominate. Let's see how far you can get before your mojo runs out! Your Horse wants to Win X Cross-Country Competitions.
Win X International Cross-Country Competitions	Good job! You've taken your skill on an International level and have shown the world that you have what it takes to be one of the best, if not the best! You've been tallying up an impressive win streak! But don't stop there, there's still plenty of competition left out there to dominate. Let's see how far you can get before your mojo runs out! Your Horse wants to Win X International Cross-Country Competitions.
Win X International Jumping Competitions	Good job! You've taken your skill on an International level and have shown the world that you have what it takes to be one of the best, if not the best! You've been tallying up an impressive win streak! But don't stop there, there's still plenty of competition left out there to dominate. Let's see how far you can get before your mojo runs out! Your Horse wants to Win X International Jumping Competitions.
Win X International Racing Competitions	You've taken your skill on an International level and have shown the world that you have what it takes to be one of the best, if not the best! You've been tallying up an impressive win streak! But don't stop there, there's still plenty of competition left out there to dominate. Let's see how far you can get before your mojo runs out! Your Horse wants to Win X International Racing Competitions.
Win X Jumping Competitions	Alright! Your horse's skill has finally been refined to a point of near perfection! You've been tallying up an impressive win streak! But don't stop there; there's plenty of competition left out there to dominate. Let's see how far you can get before your mojo runs out! Your Horse wants to Win X Jumping Competitions.
Win X Racing Competitions	Alright! Your horse's skill has finally been refined to a point of near perfection! You've been tallying up an impressive win streak! But don't stop there; there's plenty of competition left out there to dominate. Let's see how far you can get before your mojo runs out! Your Horse wants to Win X Racing Competitions.
WooHoo with Someone	Your horse is feeling a bit frisky and wants to get busy with another horse!
Woohoo with Someone in a Hay Stack	A romp in a Hay Stack is an excellent place to enjoy a little romantic rendezvous. Your Sim wants to Woohoo in a Hay Stack with Someone.
Your Pet wants to Fetch a Date	Your pet wants to show a friend that a dog can be a better wingman than a Sim. Your pet wants to Fetch a Date.
Yowl Along	What do you do when you hear something so gut-wrenchingly bad that it causes the hairs on your back to stand straight up?! You Yowl along in candid fashion! Your Cat wants to Yowl Along.



Lifetime Wishes

Animal Rescuer

- Adopt X Strays

You have a soft spot for animals of all shapes and sizes. To see one being mistreated, abandoned, or neglected breaks your heart. That is why you've made it a personal mission to adopt as many pets as you can to help make their world a little brighter.

Lots of pets need to be adopted. Who will give them homes if you don't? Use the newspaper, computer, or phone to find animals that have been placed for adoption. Or maybe some of your friends are expecting a litter? Visit them and ask for a puppy, kitten, or foal. See the Adoption section of the Create a Pet chapter for more information.

Ark Builder

Have 2 cats, dogs, horses, birds, lizards, turtles, rodents, snakes, butterflies, and beetles

There is no such thing as having too many pets. The more pets you have, the happier you are. The same can be said for your pets as well. It brings you and your pets joy when another animal joins your growing herd. Some Sims may think this is an unhealthy obsession, but to you, Sim or animal, they're all part of your growing family.

Just how big is a cubit anyway? Get ready to have your own personal zoo if you choose this Lifetime Wish. When your lot is chock-a-block with terrariums, you'll feel fulfilled. Remember that you can stock a terrarium directly, or capture minor pets in the wild. You can even train your cat to help you hunt the critters! Find out more about small pets in the Small Pets chapter, and about cats' Hunting skill in the Cats chapter.

Canine Companion

- Make X Dog Friends

You know that saying, dogs are a Sim's best friend? Not only do you believe it, that is the motto you live by. But why limit yourself to just one best friend. You want to befriend as many dogs as you can to not only show the world that dogs are a Sim's best friend, but how they are the most amazing animals in the entire world!

Canine companions love all dogs. Adopt as many as you can manage, then make friends with other dogs around town. Visit the Dog's Day Town Plaza to meet other dogs, and use the Invite Over Household interaction to get dog-owning pals to come over. The Dog Person trait will help your Sim attain this wish. See the Dogs chapter for more information.

Cat Herder

- Make X Cat Friends

You love all things feline related. So it's no surprise that your only goal in life is to befriend as many cats as Simlishly possible! In a past life, you may have possibly been a cat, which would explain why you have this undying love for them!

Cat herders want to be friends with as many cats as they can! You can adopt some, but to make this goal you'll have to meet other cats around town. Spend time down at the Novian Cat Jungle, and use the Invite Over Household interaction to get cat-owning pals to hang out with you. The Cat Person trait will make it easier to attain this wish. See the Cats chapter for more information.

Fairy Tale Finder

- Adopt a unicorn

Why settle for a regular pet when you can have one of the most enigmatic, charismatic, and mythical animals to ever exist? The sheer presence of a unicorn inspires an aura of tranquility and mysticism. Not many Sims can say they've seen one, let alone have one be part of their family. So if you ever come across one—it'll be worth your while to make that unicorn a member of your family.

Only the fairest in the land can capture the heart of a unicorn. To make this wish come true, first maximize the hidden Wildlife Friend skill, by watching or interacting with wild animals. The Animal Lover trait is helpful because it helps build the Wildlife Friend hidden trait faster. Then you have to find, befriend, and eventually ask the unicorn to join your household. See the Unicorn section of the Wild Animals chapter for more information.

Jockey

- Reach Level 10 of Riding Skill and win/earn X,000 Simoleons using your Horses

Lightweight and agile, the Jockey is the driving force when it comes to Horseback Riding. To reach actual Jockey status, one must dedicate one's life to serving and being one with their horse and their various trainers. The path to becoming a full-fledged Jockey is not an easy task and requires intense training, competing in rigorous competitions, and the will to win.

If you're looking forward to riding, racing, and jumping horses, this Lifetime Wish will fit right into your plans. Train your horses (and your Sims) and enter competitions every day at the Equestrian Center, and you'll be able to fulfill this wish. The Equestrian trait, as you might imagine, will be very helpful for attaining this wish. See the Horse chapter for more information about equestrian competitions.

Zoologist

- Collect X pets in the wild

While being able to obtain pets through various ways, there is no greater self-satisfaction for an avid animal lover than to go out into the wild, and bring home a native of the animal kingdom. Animals born and bred in the wild have different challenges and responsibilities as opposed to regular house pets, but that won't discourage you one bit!

This just refers to minor pets. Wild horses or unicorns don't count. And you can't just use the Stock option with this wish, although you'll still need terrariums. Your pets need to be captured in the wild. A cat's finely honed Hunting skill could be a big help for this wish, because cats are pretty good at finding and capturing small game. Find out more about small pets in the Small Pets chapter, and about cats' Hunting skill in the Cats chapter.

Lifetime Rewards for Pets

Dogs, cats, and horses are fully controllable members of the household (smaller caged pets are not). As such, they gain Lifetime Happiness points that can be spent on Lifetime Rewards. See the chapter for each pet for a full description of pet Lifetime Rewards.

Lifetime Rewards for Sims

Sims have two new Lifetime Reward to aspire to.

Raised by Wolves

Gain more social fulfillment from interacting with pets.

Animal Expert

Can't seem to ever get tired of your pets? This reward makes it so dogs, cats, and horses, live much longer lives. Caged animals and birds are also less likely to die.

New Simology

New Opportunties

The Sims 3: Pets adds a few new opportunties for your Sims and pets to work together. Remember that opportunties often have time limits, so don't put it off for too long! The rewards are always worth the effort.

Opportunties

Name	Location	Action	Reward
Equestrian Lovers' Meet and Greet	Horse Ranch	Bring Horse to Location	Awesome Part Moodlet
The Dog Social Hour	Dog Park	Bring Dog to Location	Awesome Part Moodlet
The Great Cat Roundup!	Cat Jungle	Bring Cat to Location	Awesome Part Moodlet
Best In Show Competition	Stadium	Bring Cat or Dog to Location	Up to 2,500 Simoleons
Professional Horse Training Seminar	Equestrian Center	Bring Horse to Location	30% Jumping Skill, 30% Racing Skill
Horse Jump Power Hour	Horse Ranch	Bring Horse to Location	30% Jumping Skill
Dog Trick Showdown	Dog Park	Bring Dog to Location	30% Trick Skill

New Simology

New Skills

Rotate
§907
Sun. 4:04 PM
7 h
2 h
Hunger
Social
Bladder
Destruction
Energy
Fun

Pets offers some exciting new skills to train your pets and Sims with. Sims gain access to the new Riding skill. Horses can skill up in Jumping or Racing, or better yet, both! And both dogs and cats can learn to hunt, although they learn differently and hunt different sorts of prey.

If you have Ambitions installed, you can sign up for the Horseman/Horsewoman Profession once you gain at least one level of Riding skill.

Find full details of all these new skills in the chapters for the specific animals. Sim Riding skill and the horse-based Riding and Jumping skills are covered in the Horse chapter. See the Dog and Cat chapters for Hunting skill information.

Note

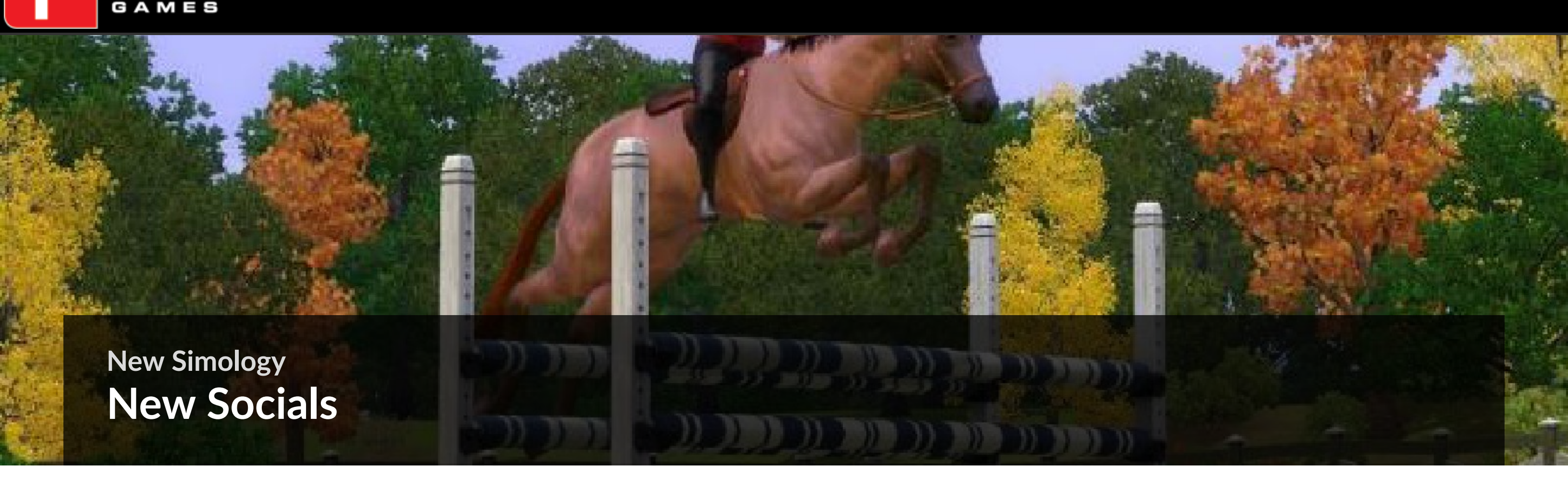
Dogs and cats both have a Hunting skill, but the skill works a little differently for each animal.

Hidden Skill: Wildlife Friend

Pets introduces a new hidden skill too: Wildlife Friend. As with other hidden skills, it is measured, but you can't see your progress along the six levels. Sims can gain the Wildlife Friend hidden skill by interacting with wild animals: wild horses, raccoons, and deer. Sims with the Animal Lover and Loves the Outdoors traits will build this skill faster

Tip

Want to tame a unicorn? Get to work maximizing the Wildlife Friend hidden skill, because that will help enormously.



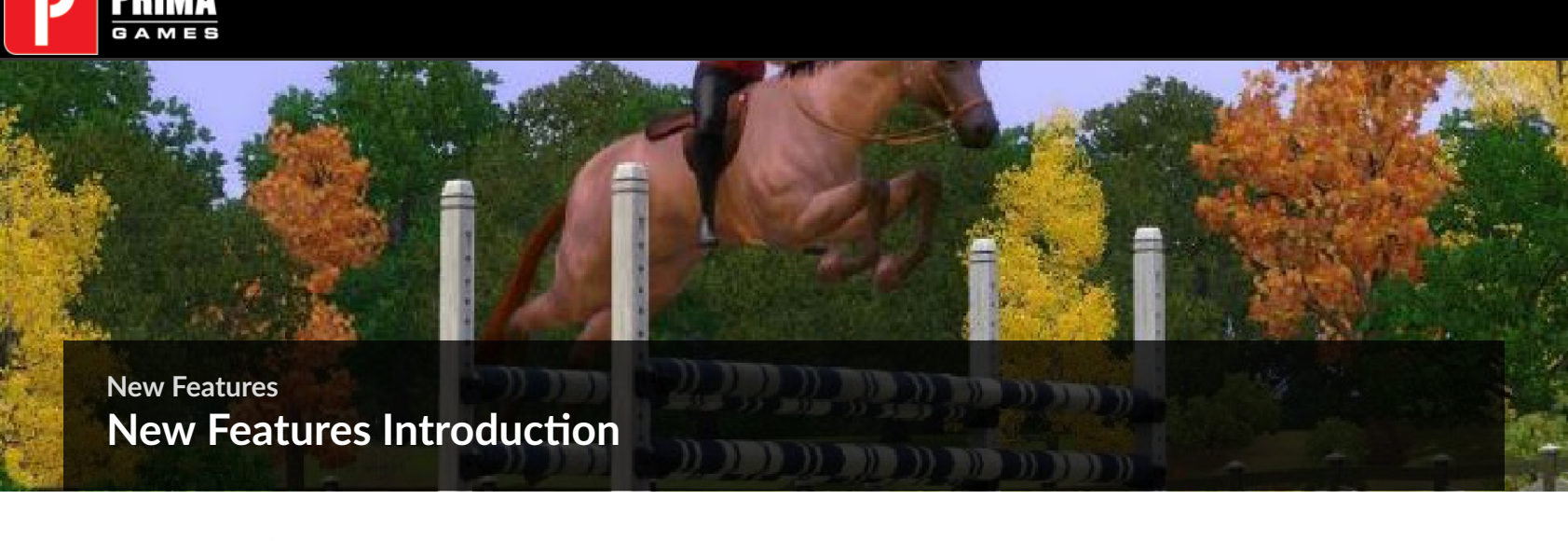
New Simology

New Socials

The Sims 3: Pets adds plenty of new interactions so you can play with, care for, and love your pet. You have options for training and reinforcing behavior as well. Find more information on using these socials in the specific animal chapters. The following chart lists all the new socials.

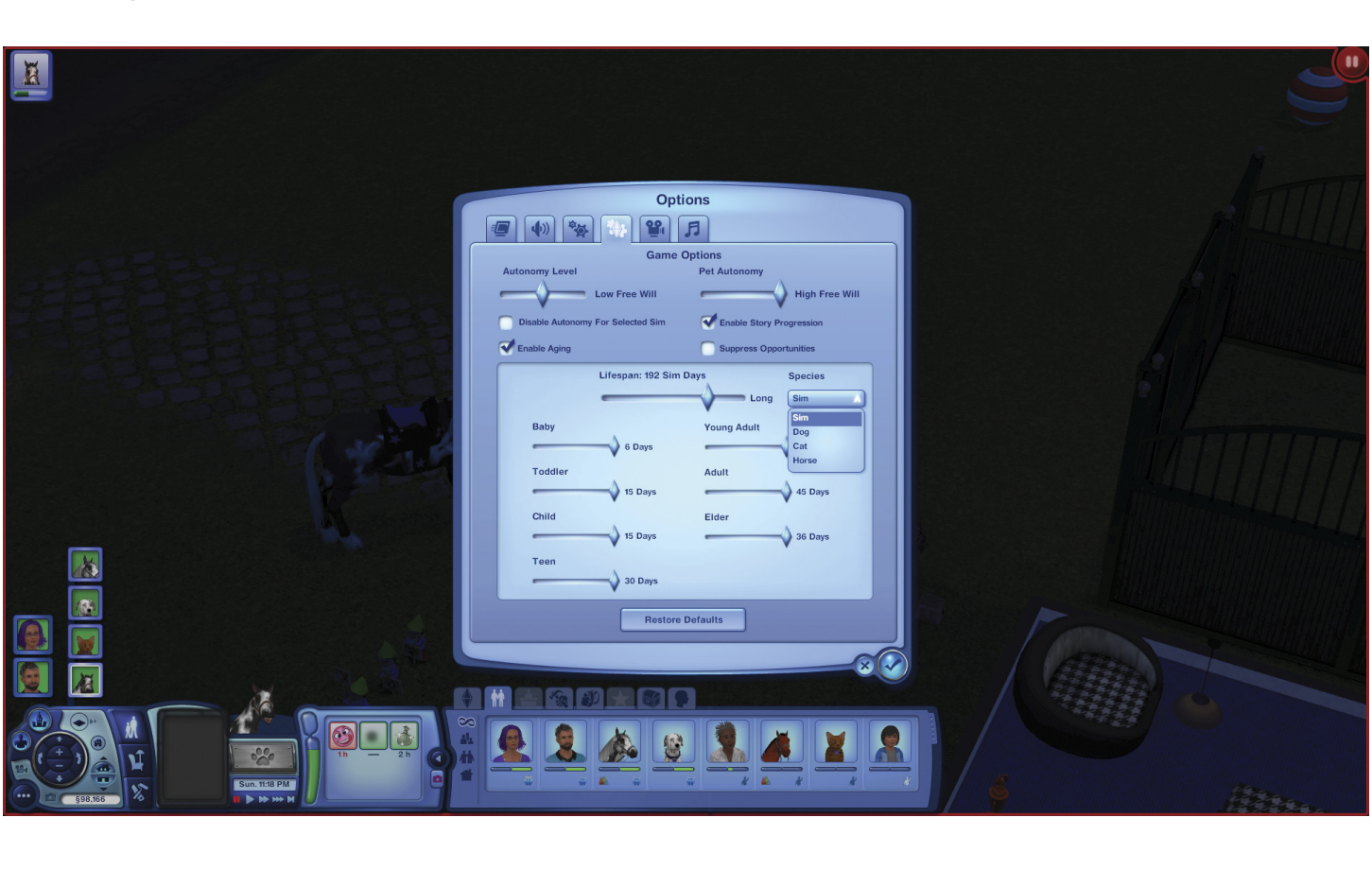
Social Name	Actor	Target	Trait Reinforcement	Interaction	Benefits	Trait Influences
Affection... Brush	CTYAE Sims	Cat, Dog	None	Sim brushes dog or cat.	Adds Social, LTR. Pet gains Hygiene, Brushed moodlet, Loved moodlet. Cat hairball counter resets.	None
Affection... Brush	CTYAE Sims	Horses, Foals	Obedient/Ornery	Sim brushes horse.	Adds Social, LTR. Pet gains Hygiene, Loved moodlet.	None
Affection... Feed Treat	CTYAE Sims	Pets	Piggy/Neat	Sim pulls out a treat for the pet. Not available on mounted horses.	Adds Fun for Sim, LTR, and Hunger for pet.	Piggy pets eat sloppily, and have chance to hack or become Nauseous from eating too fast.
Affection... Hug	CTYAE Sims	Dogs, Cats, Puppies, Kittens	None	Sim picks up small pet and hugs near face. Large dogs and horses are hugged on the ground.	Adds Social, LTR. Pet gains Loved moodlet.	Proud, Independent, or Neat cats may Groom Self afterward.
Affection... Hug	CTYAE Sims	Horses, Foals	Obedient/Ornery	Mounted Sim learns forward and hugs horses neck. Unmounted Sim hugs horses neck.	Adds Social, LTR. Pet gains Loved moodlet.	
Affection... Pet	CTYAE Sims	Pets	None	Sim pets horse on neck (shoulder if mounted), pets or scratches dog or cat's head.	Adds Social, LTR. Pet gains Loved moodlet.	None
Affection... Rub Belly	CTYAE Sims	Dogs	None	Sim bends down and rubs dog's belly.	Adds Social, LTR. Pet gains Loved moodlet.	Hyper dogs have higher chance of leg twitch; Lazy dogs have lower.
Affection... Smoochie	CTYAE Sims	Puppies, Kittens, Small Dogs, Cats	None	Sim picks up small pet and kisses on nose. Pet licks Sim's face.	Adds Social, LTR. Pet gains Loved moodlet.	None
Bark At	Dogs	CTYAE Sims, Pets	Noisy/Quiet	Dog approaches Target and barks.	Target may respond positively or negatively.	Hyper dogs do this more often, Lazy dogs almost never.
Beg/Be Begged	Cats, Dogs	CTYAE Sims	Piggy/Neat	Hungry, Very Hungry, or Starving pets with no food available whimper/whine/yowl with thought balloon of food.	Sim will feed pet.	Piggy pets can do this at any time regardless of hunger level.
Beg for Harvestable	Horses	CTYAE Sims	Piggy/Neat	Horse noses Sim and nickers, with thought balloon of carrots. Not available while mounted.	Sim will feed pet.	Piggy horses are more likely to beg.
Call Pet	CTYAE Sims	Pets	None	Sim calls pet.	Similar to Call Over interaction between Sims.	Lazy and Shy pets take longer to respond. Clueless pets may run past Sim.
Calm Down	CTYAE Sims	Horses, Foals	Brave/Nervous	Mounted or unmounted Sim soothes the Panicked! or Spooked! horse.	Removes Panicked or Spooked moodlets. Adds LTR.	Nervous horses are more likely to have the Panicked! or Spooked! moodlets.
Chase Mailman	Dogs	NPC Mail Carrier	Aggressive/Friendly	Dog chases Mail Carrier, who panics and runs off the lot, with mail flying.	Adds Fun, reduces Energy for dog. Lowers LTR with Mail Carrier.	Aggressive dogs are more likely to chase.
Clean Hooves	CTYAE Sims	Horses	Neat/Piggy	Sim cleans horse's hooves. Cannot repeat while moodlet is active.	Horse gains positive Hygienic Hooves moodlet.	None
Dismount	Mounted Sim	Horses	None	Sim dismounts from horse.	Ends riding pose.	Sim Riding skill level determines whether the dismount is skilled, amateur, or near failure.
Feed...	CTYAE Sims	Horses	None	Not available while mounted or with no harvestable or gourmet pet food in inventory. Sim selects harvestable/pet food from picker and feeds to horse.	Adds Social, LTR. Fulfills Hunger for horse.	Piggy horses always accept, regardless of hunger level.
Go for Walk to...	CTYAE Sims	Dogs	None	Sim leashes dog and chooses a valid destination from a window. Pet and Sim walk to destination, with dog sniffing and possibly peeing along the way.	Adds Social, LTR	None
Groom	Cats	Cats, Kittens	Neat/Piggy	Cat licks and grooms other cat or kitten. Actor cat has chance of hairball.	Adds Social, LTR, Hygiene.	None
Groom	Horses	Horses	Neat/Piggy	Horses gently nibble each others' head and neck.	Adds Social, LTR, Hygiene.	None
Growl At	Dogs	CTYAE Sims, Pets	Aggressive/Friendly	Dog approaches Target and growls.	Target may respond positively or negatively.	Aggressive dogs do this more often; Friendly dogs almost never.
Hiss At	Cats	CTYAE Sims, Pets	Aggressive/Friendly	Cat approaches Target and hisses.	Target may respond positively or negatively. Lowers LTR.	None
Horseplay	Horses, Foals	Horses, Foals	None	Horse frolic together. Not available while mounted.	Adds Social, Fun, LTR.	None
Kick	Horses	TYAE Sims	Ornery/Obedient	Horse turns and boots Sim in the chest, knocking him flat.	Ornery horses add Fun. Target Sim loses Fun. Lowers LTR. Sim gets the negative Kicked moodlet.	Ornery horses do this autonomously and regardless of mood. Lazy and Obedient horse never kick.
Lick	Dogs	PCTYAE Sims	Friendly/Aggressive	Dog licks Sim.	Add Social, LTR, Fun (for pet), Hygiene (for Sim)	Piggy pets give slobbery kisses.
Mean... Chase	Cats, Dogs, Kittens, Puppies	CTYAE Sims, Cats, Dogs, Kittens, Puppies	Aggressive/Friendly	Dog or cat chases Target.	Lowers Energy and LTR.	Aggressive dogs and cats do this more often; Shy, Skittish, and Friendly dogs and cats do it less often.
Mean... Fight	Cats, Dogs	Cats, Dogs	Aggressive/Friendly	Pets enter fight cloud and one emerges victorious. Outcome depends on Hunting skill (+), Hunter (+), Aggressive (+), Friendly (-), Scaredy-Cat (-).	Adds Scratch (for cats), lowers LTR and Energy.	Friendly and Scaredy Cat pets will not initiate.
Mean... Pounce	Cat, Kitten	Cat	Hunting	Cat stalks and pounces on other cat. Ends in fight.	Lowers Fun, LTR, Energy; adds Hunting skill.	
Mount	TYAE Sims	Horses	Obedient/Ornery	Not available on foals or ridden, led, or pregnant horses. Allowed on non-household horse with permission. Sim mounts horse.	Initiates riding pose. Adds LTR.	Sim's Riding skill determines whether the result is skilled, amateur, or near failure.
Nuzzle	Pets	CTYAE Sims, Pets*	Friendly/Aggressive	Pet nuzzles affectionately	Adds Social and strongly adds LTR.	None
Pick Up	CTYAE Sims	Kittens, Puppies, Cats, Small Dogs	None	Sim picks up pet and carries it around. Can do various interactions while holding pet.	Adds LTR.	None
Play	Cats, Dogs, Kittens, Puppies	Cats, Dogs, Kittens, Puppies	Playful	Pets play with each other.	Adds Social, Fun, LTR.	None
Play with Me	Cats, Dogs, Kittens, Puppies	CTYAE Sims	Playful	This initiates other socials, or indicates that the pet wants attention.	None	None
Play... Chase	Cats, Kittens, Dogs, Puppies	CTYAE Sims, Cats, Kittens, Dogs, Puppies	Hyper/Lazy	Pets and Sims chase each other around. Sims laugh.	Adds Social, Fun, LTR.	Hyper pets do this more often. Lazy pets never initiate and always refuse it.
Play... Chase	Horses	Horses, Foals	None	Horses chase each other around.	Adds Social, Fun, LTR.	Lazy horses never initiate and always refuse it.
Play... Fetch	CTYAE Sims	Dogs	None	Sim waves a stick, throws it, dog fetches.	Adds Social, Fun, LTR. Loses Energy.	Intelligent and Aggressive dogs sometimes jump and catch the stick in their mouth. Hyper pets do this more often; Lazy pets don't initiate and may wander away during.
Play... Have Fun	CTYAE Sims	Dogs, Cats	None	Sim pulls out squeaky toy (dogs) or laser pointer (cats) and plays with pet. Other Sims may watch.	Adds Social, Fun, LTR.	None
Play... Tug of War	CTYAE Sims	Dogs, Puppies	None	Sim produces rope toy and dog grabs in mouth, yanking and tugging.	Adds Social, Fun, LTR. Loses Energy.	Hyper pets do this more often. Lazy pets never initiate it.
Play... Pounce	Cat, Kitten	Cat	Hunting	Cat stalks and pounces on other cat. Ends in play.	Adds Social, Fun, LTR, and Hunting skill. Loses Energy.	None
Praise	CTYAE Sims	Dogs, Cats, Horses	All	Sim praises pet for desired behavior.	Positively reinforces behavior. Adds LTR, pet gains Praised moodlet.	None
Romance... Try for Kittens	Cat	Cat	None	Cats must be opposite gender, certain LTR, and not related. Requires pet house. Chance of pregnancy. Never autonomous.	Strongly adds Fun and Social. Loses energy.	None
Romance... Try for Puppies	Dog	Dog	None	Dogs must be opposite gender, certain LTR, and not related. Requires pet house. Chance of pregnancy. Never autonomous.	Strongly adds Fun and Social. Loses energy.	None
Romance... Try for Foal	Horse	Horse	None	Horses must be opposite gender, certain LTR, and not related. Requires box stall. Chance of pregnancy. Never autonomous.	Strongly adds Fun and Social. Loses energy.	
Scold	CTYAE Sims	Dogs, Cats, Horses	All	Sim scolds pet for undesired behavior.	Negatively reinforces behavior. Pet gains Scolded moodlet.	None
Shoo Off	CTYAE Sims	Dogs, Cats	Adventurous/Skittish	Sim shoos pet off surface.	None	Mean, Evil, and Grumpy Sims are more likely to do this.
Sniff	Pets	CTYAE Sims, Pets	None	Pet sniffs other pet or Sim.	Pets above LTR threshold will react positively. Adds Social and LTR.	None
Socialize	Pets	Pets	Friendly/Aggressive	Pets approach each other and make social noises.	Adds Social, LTR.	None
Stamp At	Horses	CTYAE Sims, Pets	Aggressive/Friendly	Horse approaches Target and snorts and stamps at.	Lowers LTR.	Brave or Equestrian Sims more likely to scold; Coward Sims more likely to cower. Aggressive pets more likely to growl, hiss, or stamp; Friendly pets more likely to cower.
Tackle	Kitten, Puppy, Cat, Small Dog	CTYAE Sims	Aggressive/Friendly	Pet runs and jumps at Sim.	Seriously fun for pets.	Lazy pets will not do this. Hyper, Aggressive, Playful, and Hunter pets are more likely to do this; Friendly and Shy pets less likely.
Talk To	CTYAE Sims	Pets	None	Sim makes baby talk at pet.	Adds Social, LTR, Fun (for Sim).	Noisy pets are more likely to vocalize back; Quiet pets are less likely.
Throw Scrap	TYAE Sims	Dogs, Cats, Kittens, Puppies	None	While cooking, Sim throws scrap of food to watching pet.	Adds LTR. Fulfills Hunger (pet) ????	None
Watch Cooking	Dogs, Cats, Kittens, Puppies	TYAE Sims	Piggy/Neat	Pet watches Sim cooking, begs for food.	Adds LTR.	Piggy more likely?????
Whisper to...	TYAE Sims	Foal, Horse	None	Sim gently approaches horse, and speaks softly while stroking horse's face.	Adds Social, strongly adds LTR.	Requires Sim Riding skill 10

Pets will only nuzzle their own babies. For example, a horse will nuzzle a foal, but not a puppy or kitten, and a cat will nuzzle a kitten but not a puppy or foal.



New Features Introduction

Game Options


Options
Game Options
Autonomy Level
Pet Autonomy
Low Free Will
High Free Will
Disable Autonomy For Selected Sim
Enable Story Progression
Enable Aging
Suppress Opportunities
Lifespan: 192 Sim Days
Long
Species
Sim
Dog
Cat
Horse
Baby
6 Days
Young Adult
Toddler
15 Days
Adult
45 Days
Child
15 Days
Elder
36 Days
Teen
30 Days
Restore Defaults

In the Options/Game Options window, you'll see some new functionality. At the top of the box, slider bars let you set Sim autonomy and pet autonomy separately. You can also check a box to turn off autonomy for the selected Sim.

Tip

Setting your pets' autonomy to high free will helps pets take care of themselves more. This can be very useful, especially in a large household.

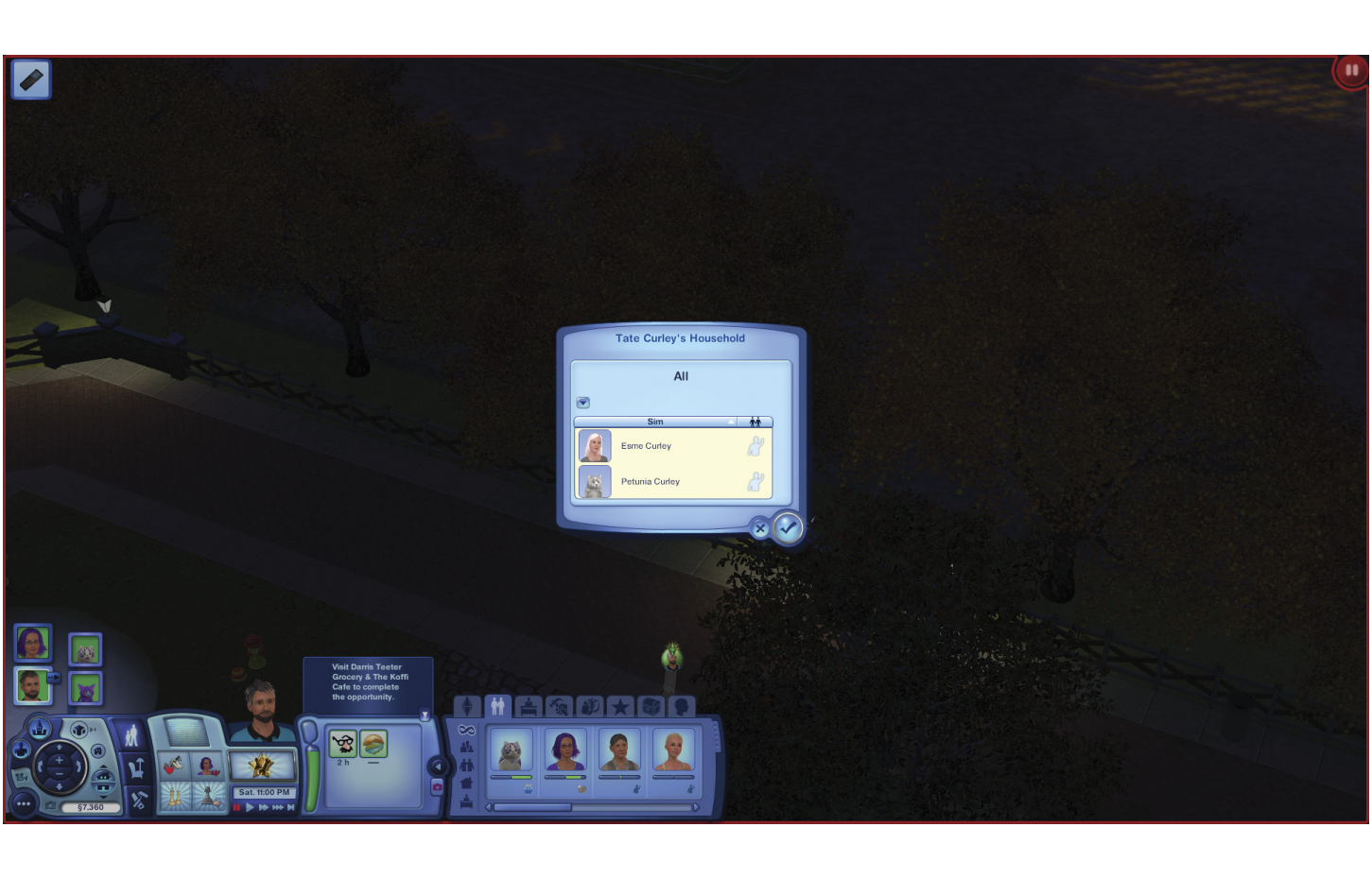
Below that is a new tab that lets you set life spans by species. You can adjust the three age groups for each species to various amounts, depending on how you want your scenario to play out.

Update Town

If you install The Sims 3: Pets, then load an existing game, you'll be prompted to add the new venues. This works just like it has on previous expansions, but in short, you choose which lots to place the new venues on so your town can support the new Pets functionality.

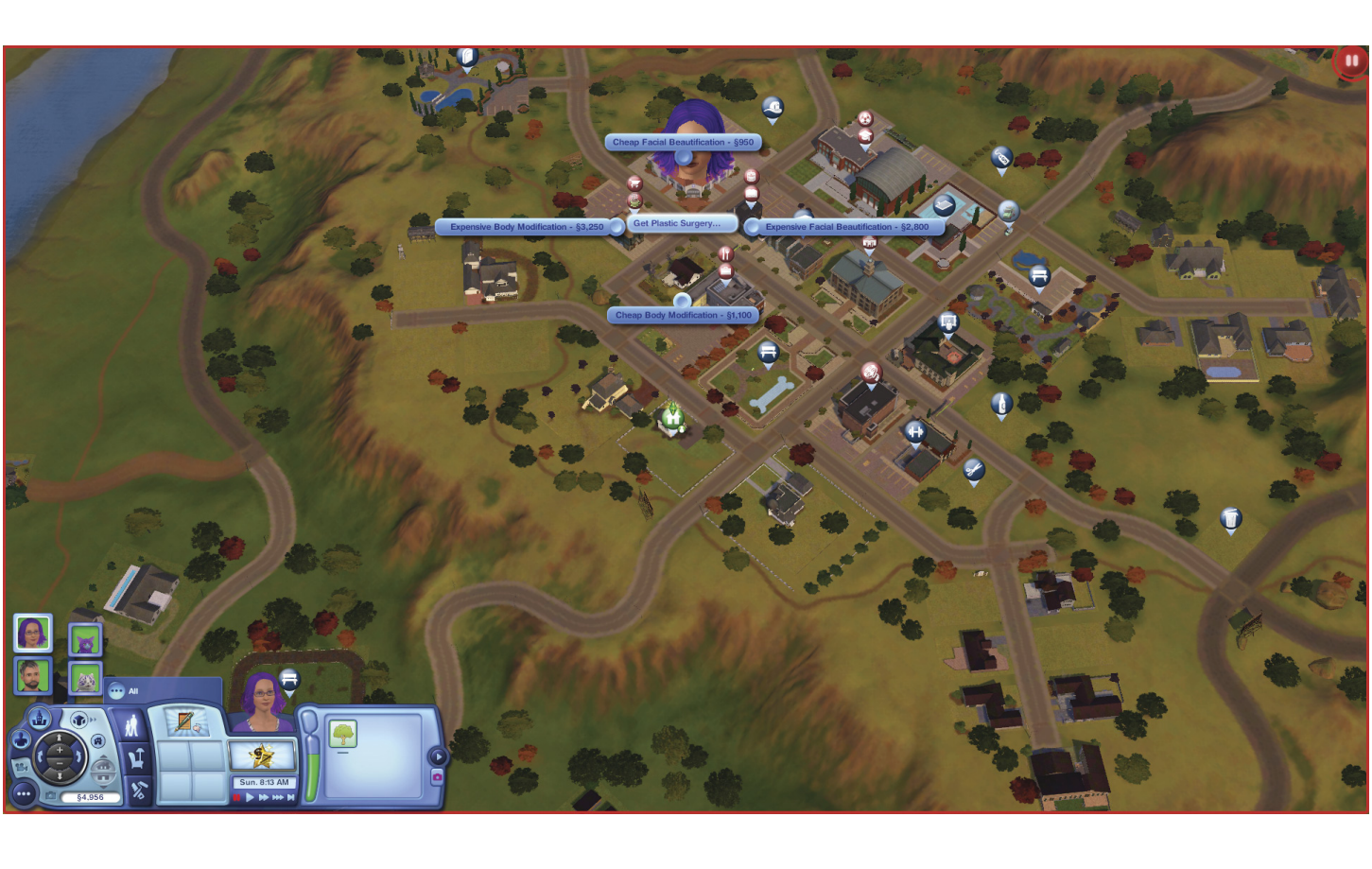
Invite Household

Pets introduces a new way to form groups: Invite Household. This is great for inviting Sims and their pets over, or for making a play date for your pets and their furry friends. Just click on the person in the relationship panel, or call them on the cell phone to set up the invitation. You can choose to invite some or all of the creatures in the household.


Tate Curley's Household
All
Sim
Esme Curley
Petunia Curley

The Invite Household window

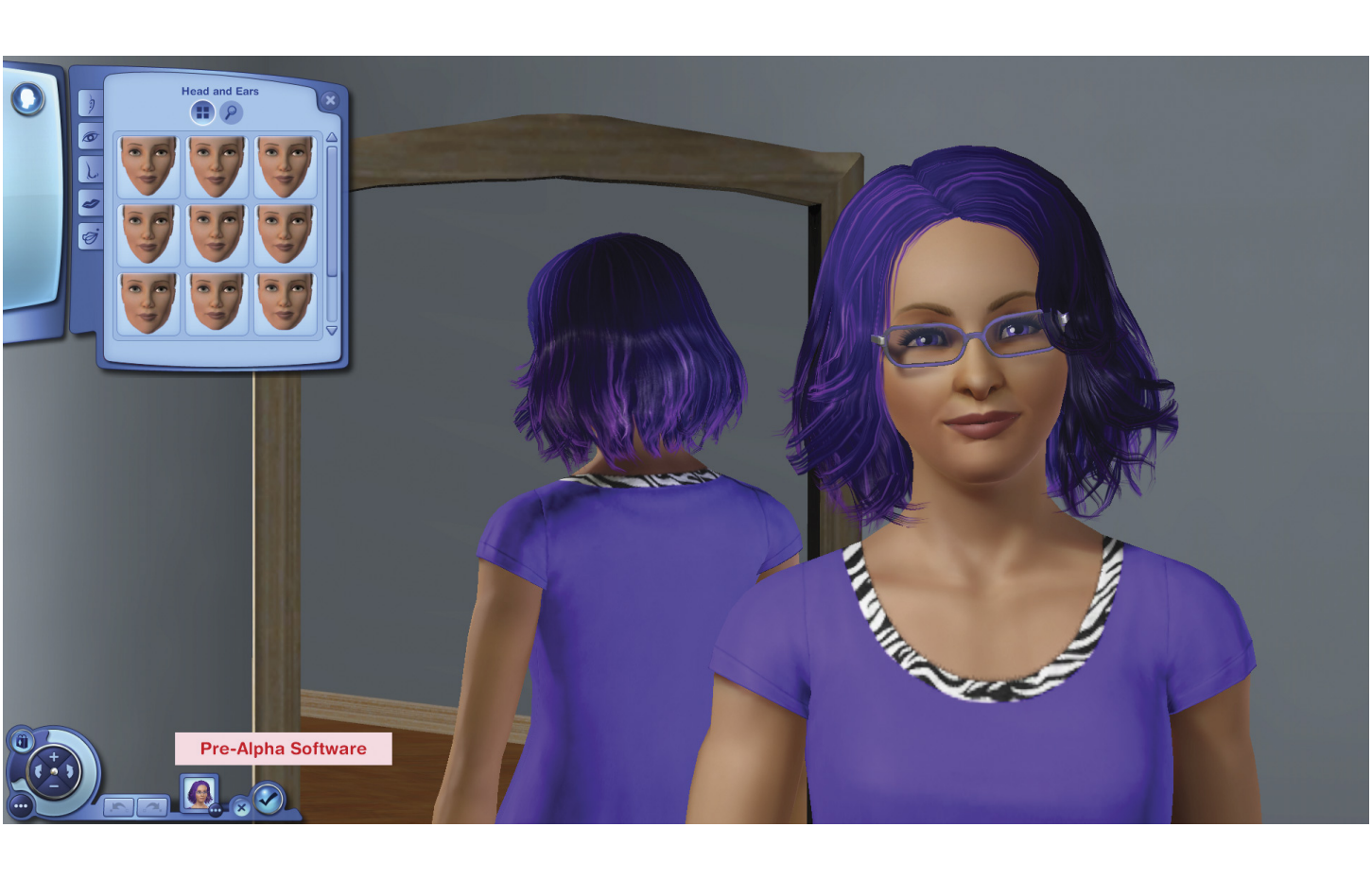
Plastic Surgery



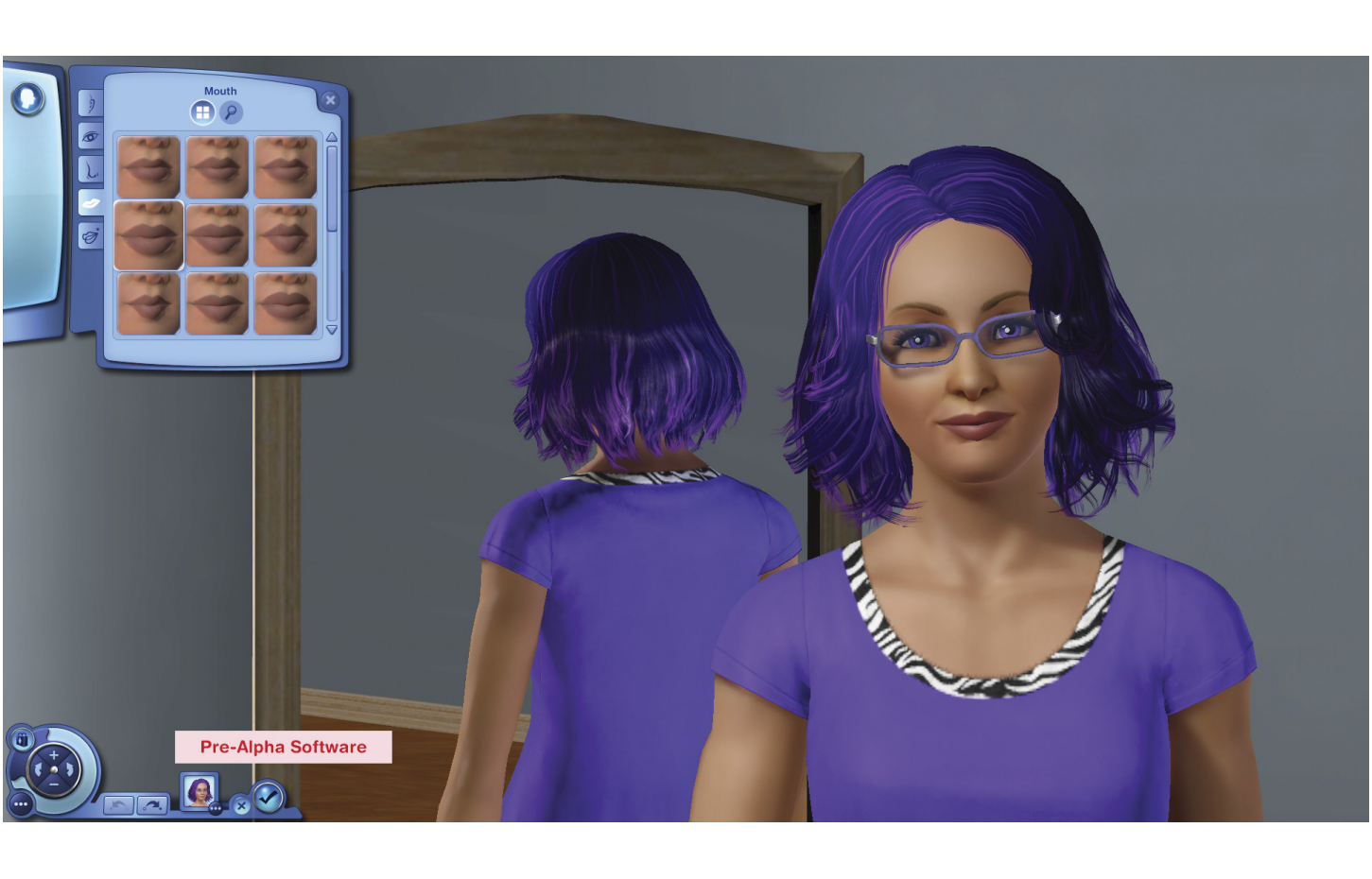
The plastic surgery menu is on the hospital venue

Sometimes, a new hairdo or outfit just isn't enough of a change. Now if you want to change an aspect of your Sims' face or body, you can go to the hospital and have plastic surgery.

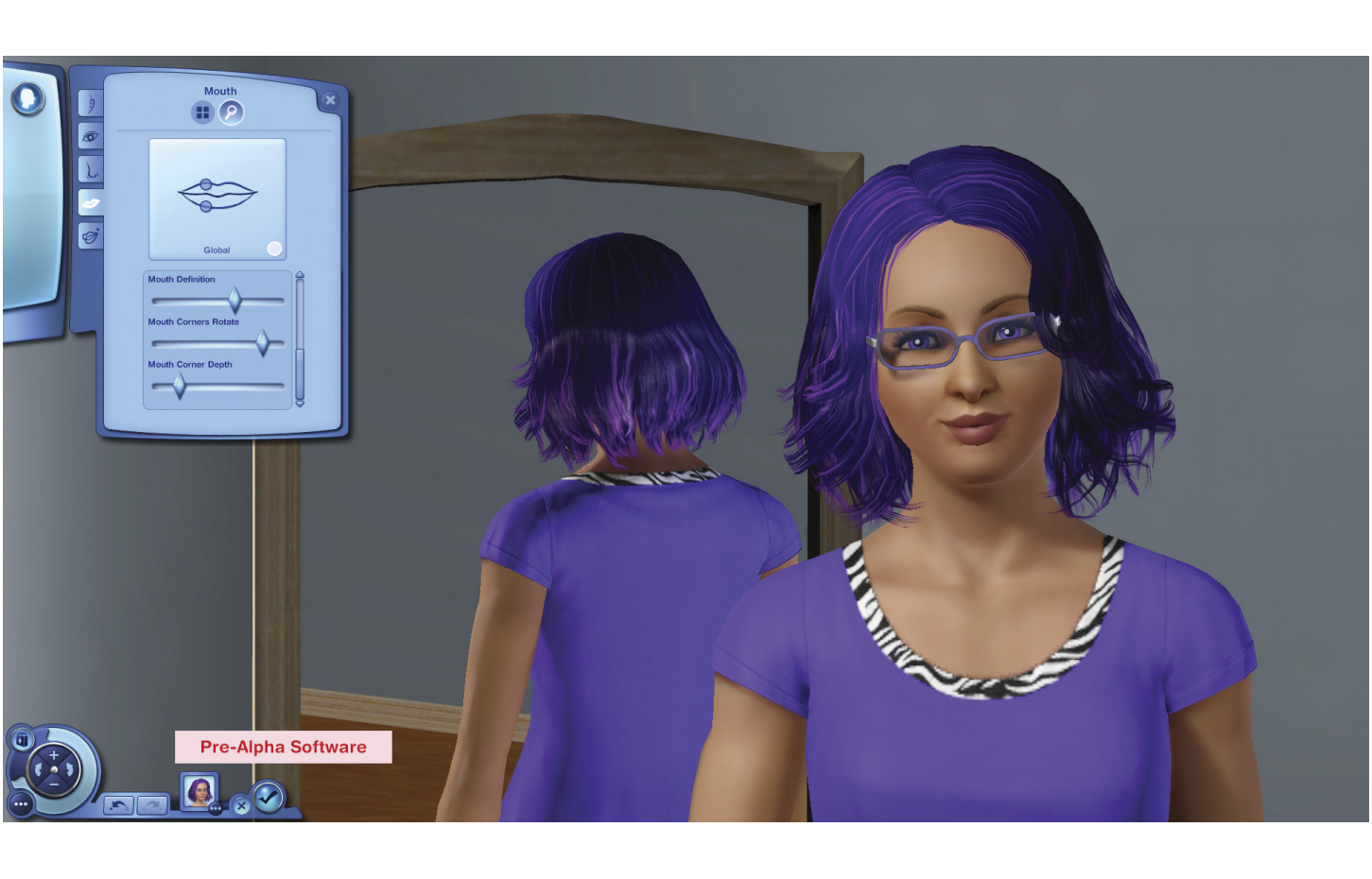
You have four options: Cheap Facial Beautification for §950, Expensive Facial Beautification for §2,800, Cheap Body Modification for §1,100, Expensive Body Modification for §3,250.


Head and Ears
Pre-Alpha Software

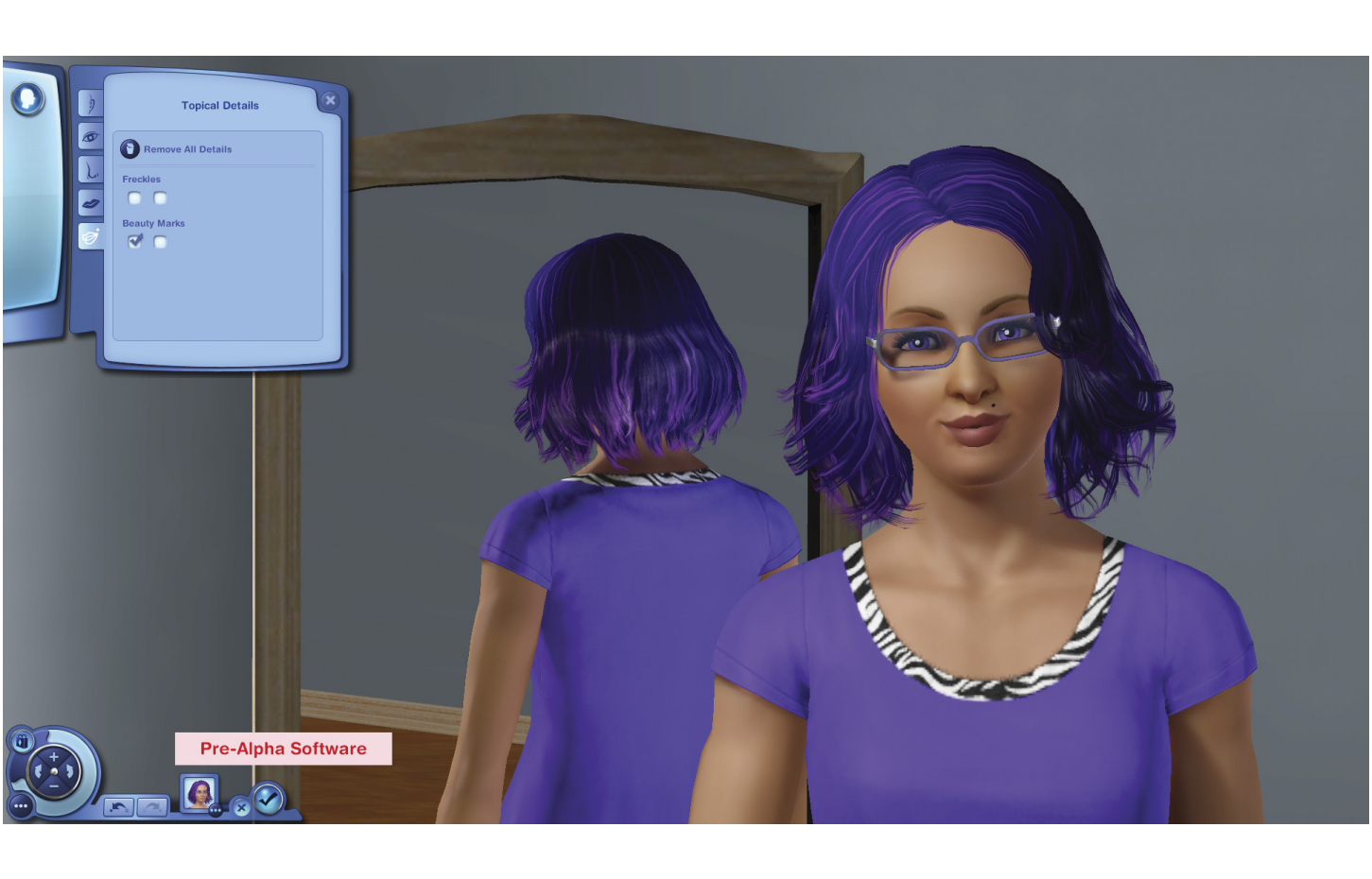
Once you choose an option, you head to the hospital and have the surgery. If the surgery goes well, you're taken into Create a Sim and allowed to make your choice of changes.


Mouth
Pre-Alpha Software

I decide to get a little collagen treatment to make my lips fuller.


Mouth
Pre-Alpha Software

Much fuller! I go into the Details tab and tilt the corners of my lips up a bit.


Typical Details
Pre-Alpha Software

And add a beauty mark.

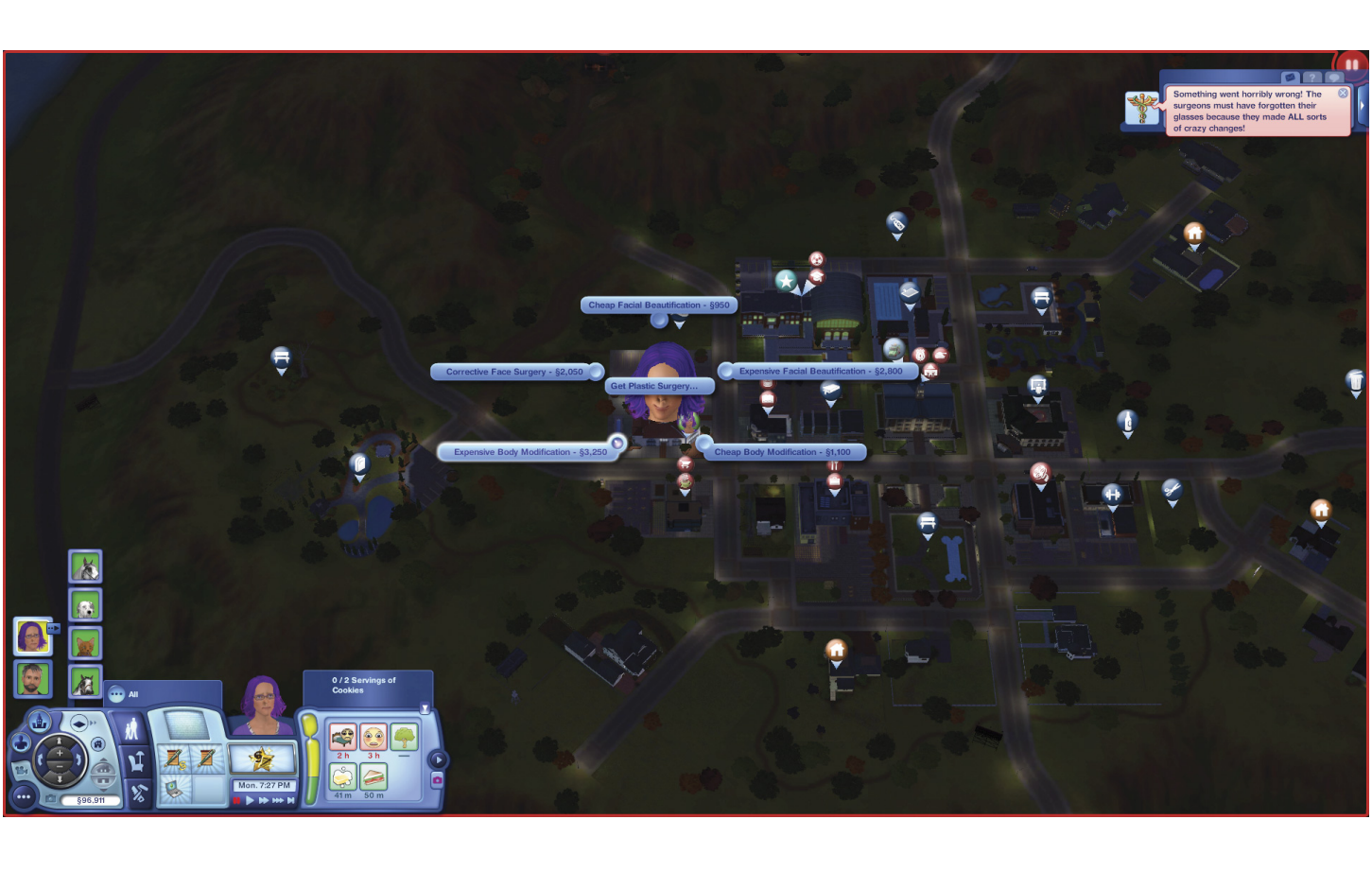
Asha Johnson

The surgery was a success, and I have full, bow-shaped lips now.

But success is not assured. Sometimes things go horribly wrong. This isn't the look I was hoping for! My Sim gets the Embarrassed moodlet.

Tip

Cheap plastic surgeries are more likely to go awry. Having the Loser or Unlucky traits increases the chances of failure, while the Lucky trait makes the plastic surgery more likely to succeed.

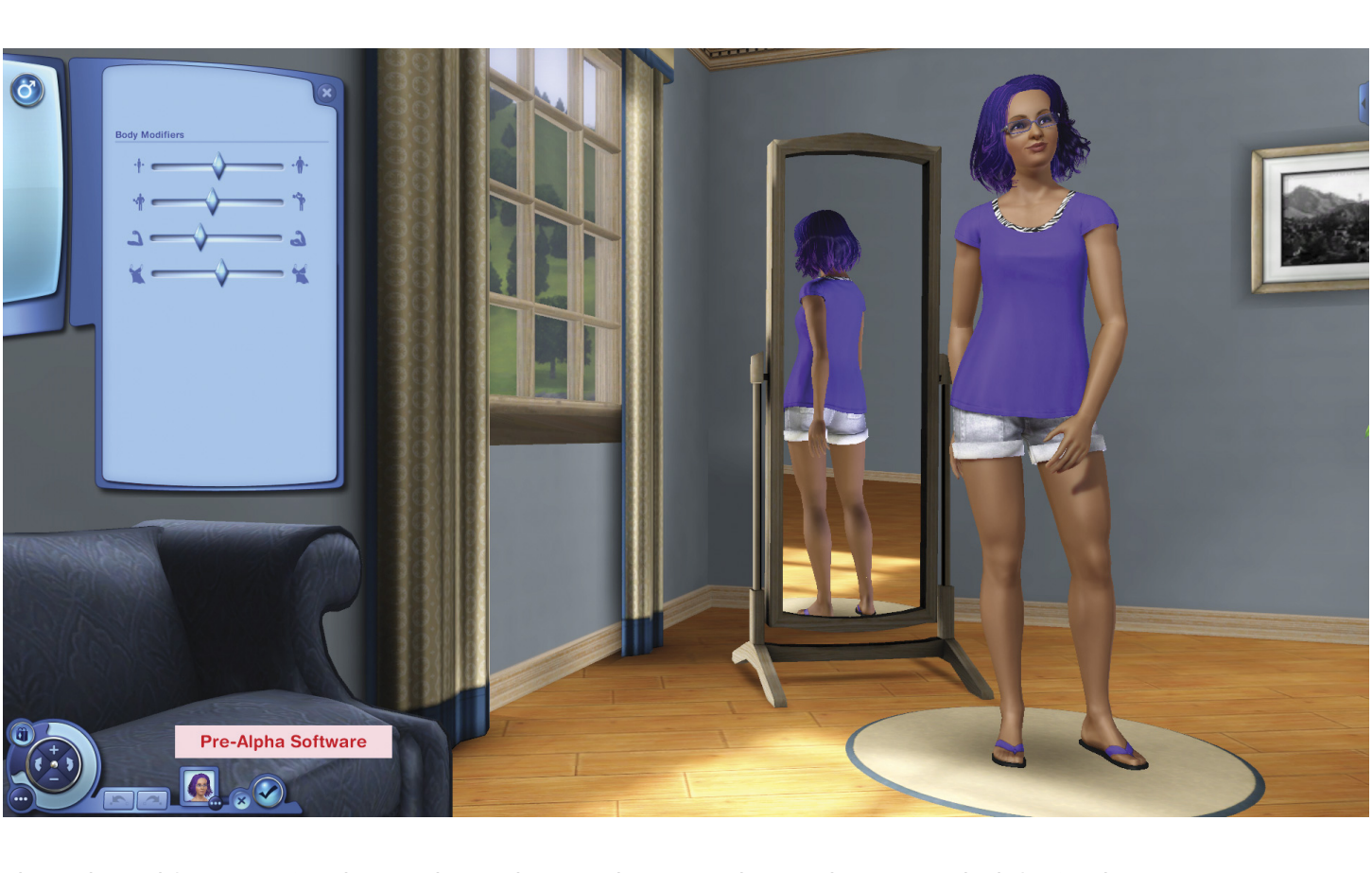


I can reenter the hospital for a fix. Because I suffered a botched operation, I now have a new interaction on the hospital: Corrective Face Surgery for §2,050. This selection puts all my features back to where they started.

I just spent §2,100 to look... just the same as always!

Tip

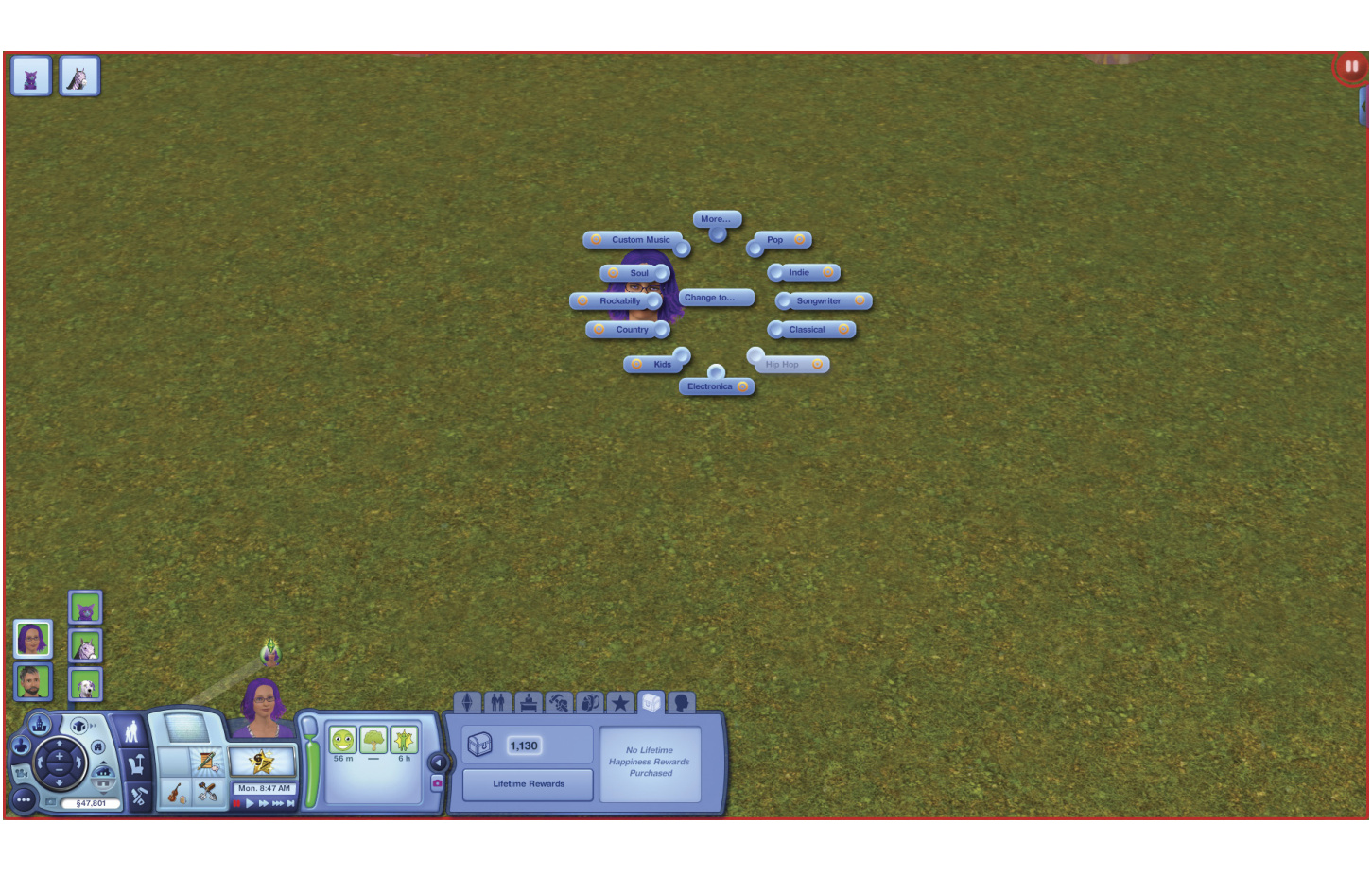
A wise player would save the game just before opting for plastic surgery. Reloading the game is much cheaper than fixing a botched operation.


Body Modifications
Pre-Alpha Software

The Body Modification options let you change these attributes: weight, muscle size, muscle definition, breast size.

As with the facial surgery, body surgery can go awry, and if so you can reenter the hospital for a fix.

New Radio Stations



Three new stations are now available on your Sims' radios. Now when you choose the Change Station... interaction, you can pick from Country, R&B, and Singer-Songwriter stations along with all the others.

Gourmet Pet Food

Sims with any Cooking skill of at least 1 can now make gourmet food for their pets. This high-quality food isn't just healthy and tasty for your pet, it actually helps your pets live longer. Each time pets eat gourmet food, there's a chance some days will be added to their life span.

Sims make gourmet pet food like any recipe, and the food goes into the Sim's inventory. The Sim can then feed it to dogs or cats by putting it in their bowl, and to horses by using the Feed Harvestable interaction. Pets gain a positive moodlet from eating gourmet food. Piggy pets will stop whatever they're doing come running when gourmet food is put in their bowls.

New Outfits

As always, this expansion adds a bunch of fun new clothing.

Everyday
Pre-Alpha Software

You can go a little bit country.

Hat
Pre-Alpha Software

Ride to the hounds.

Everyday
Pre-Alpha Software

Or kick back down on the ranch.

Tip

Take all the new outfits into Create a Style to stamp them with your own sense of fashion.

If you have Ambitions installed, pets can now pose for a sculpture.

New Objects

There are tons of new items to help you care for your pets. You can decorate your houses and lots with western, equestrian, or pet-themed items as well. The haystack option contains a new romantic option for Sims. And the Stray Gnomes can help you either welcome—or discourage—stray dogs, cats, or wildlife to visit your property.

Note

Stray Gnomes are buyable items, while magic gnomes (next column) just magically appear.

Note

Pets introduces three new magic gnomes: a dog gnome, a horse gnome, and a cat gnome. These gnomes just appear on the lot of pet-owning Sims. You can view, kick, or name a gnome, and even ask your dog or cat to guard it. Gnomes love to change position during the night.

It's a gnome convention!

Ice Cream Truck

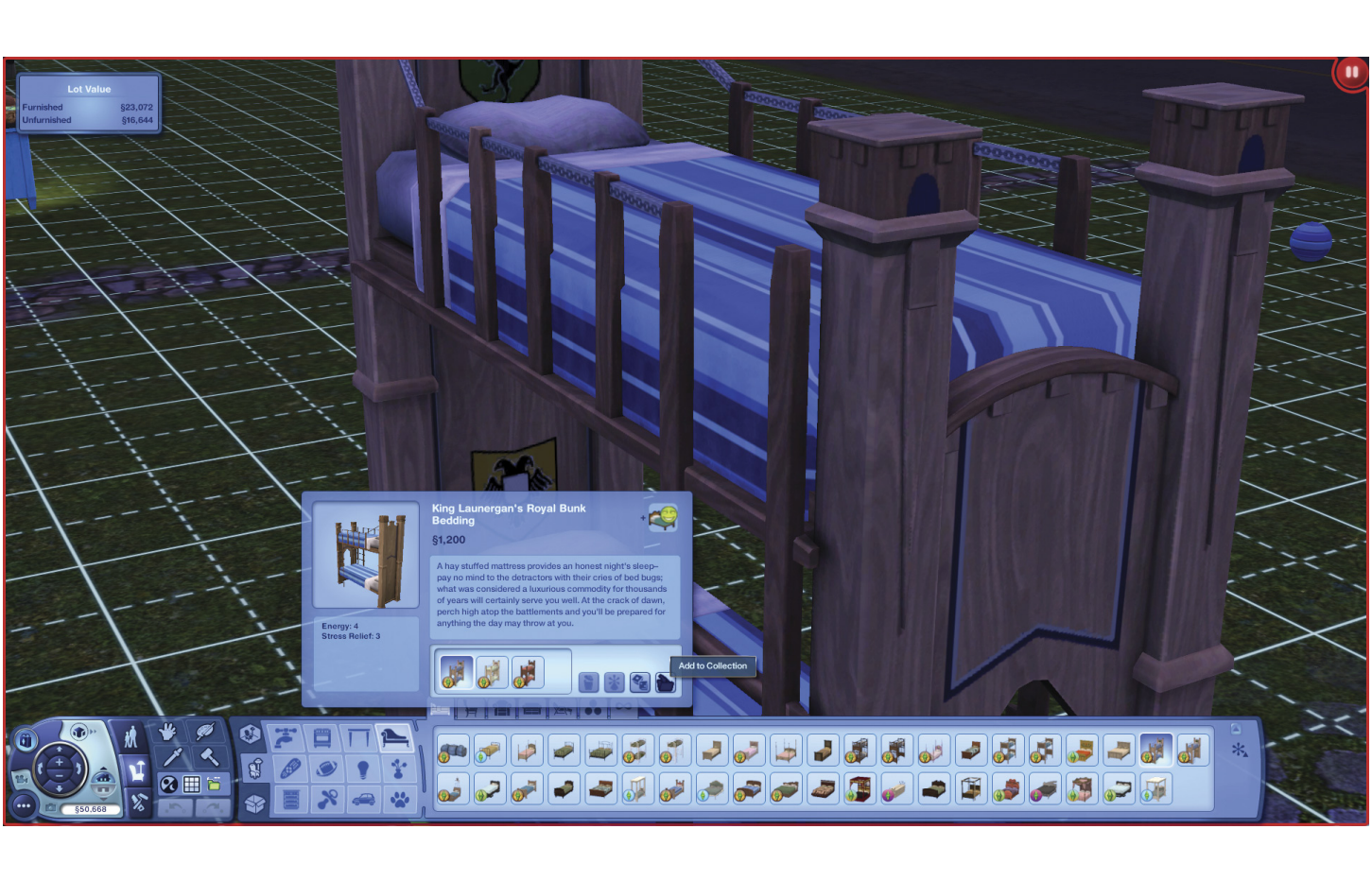
The Frosty Dreams Ice Cream truck slowly travels the streets of Appaloosa Plains, dispensing frozen treats. These treats are yummy, but beware of brain freeze!

Get yummy goodness from the Frosty Dreams truck.

Collections

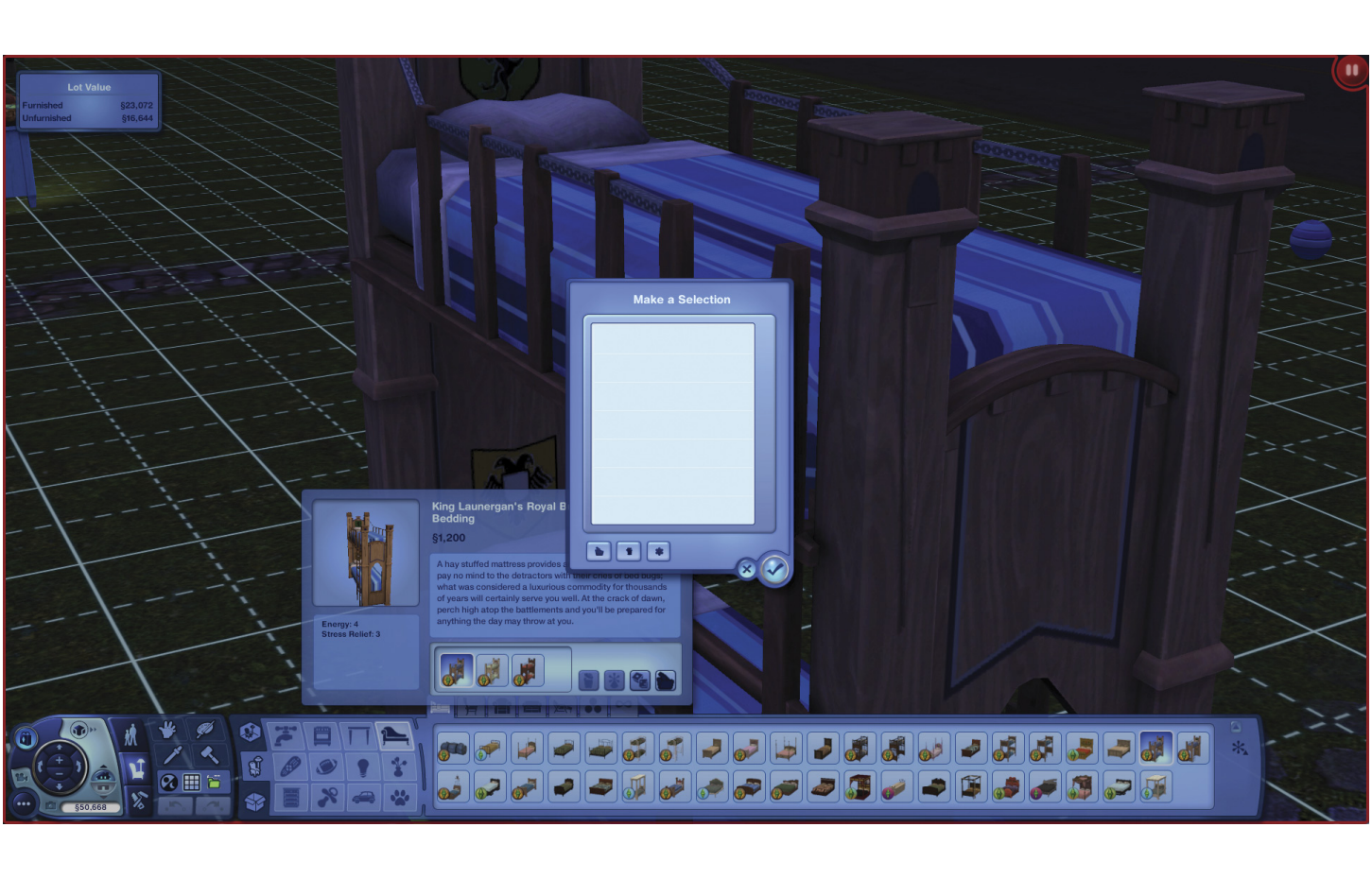
The Sims 3 Pets also adds new collection functionality. With so many wonderful choices available in Buy and Build Mode, you need a way to keep track of your very favorites.

A new tab appears on the bottom right when you purchase an item from Buy Mode. This file folder–shaped icon is the Add to Collection button.



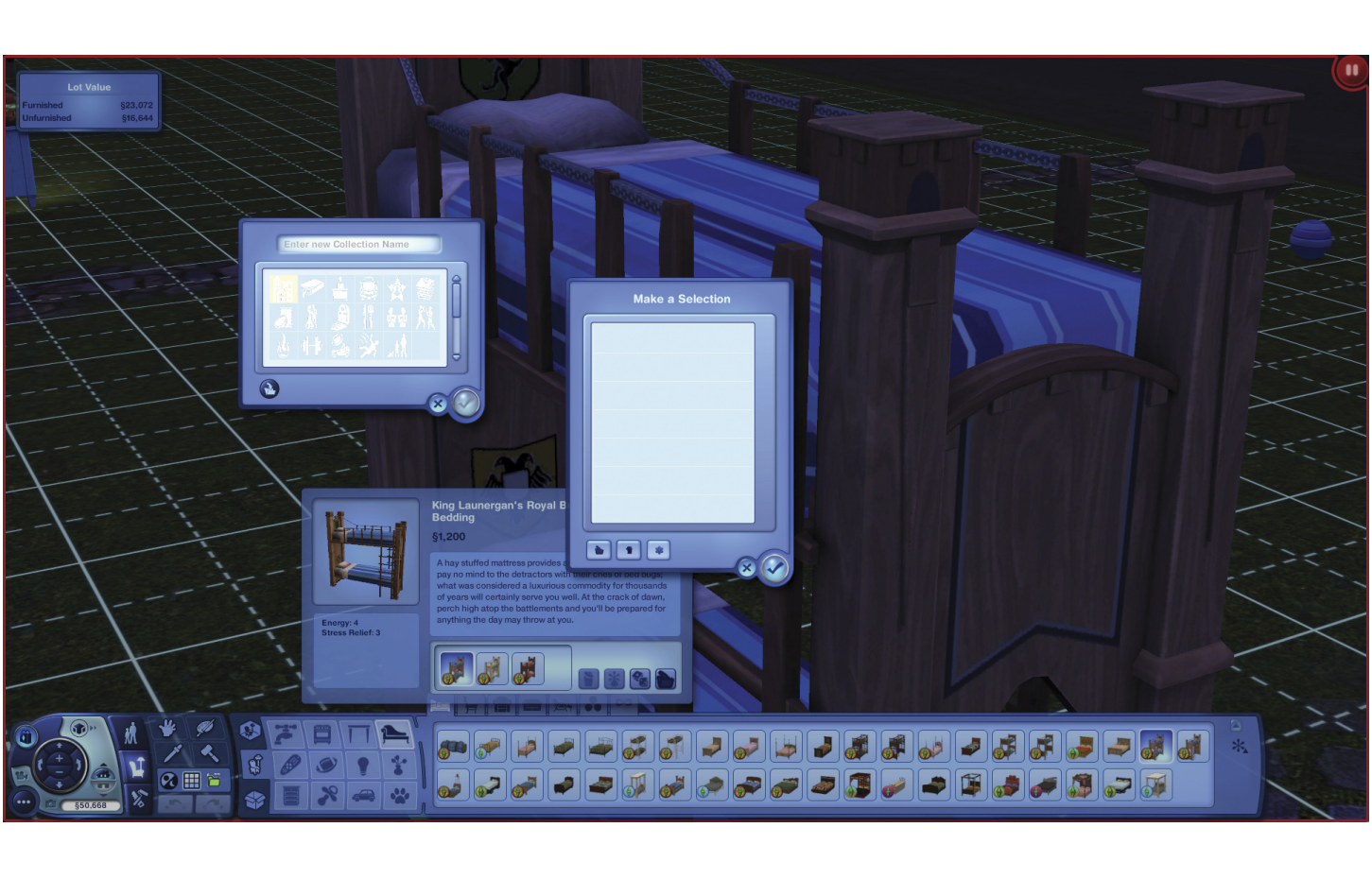
The Add to Collection button

When you click the Add to Collection button, you're taken to a new screen where you can choose from existing collections or make a new one. I haven't started any collections yet, so this screen is blank.


Make a Selection
King Laurengar's Royal Bedding

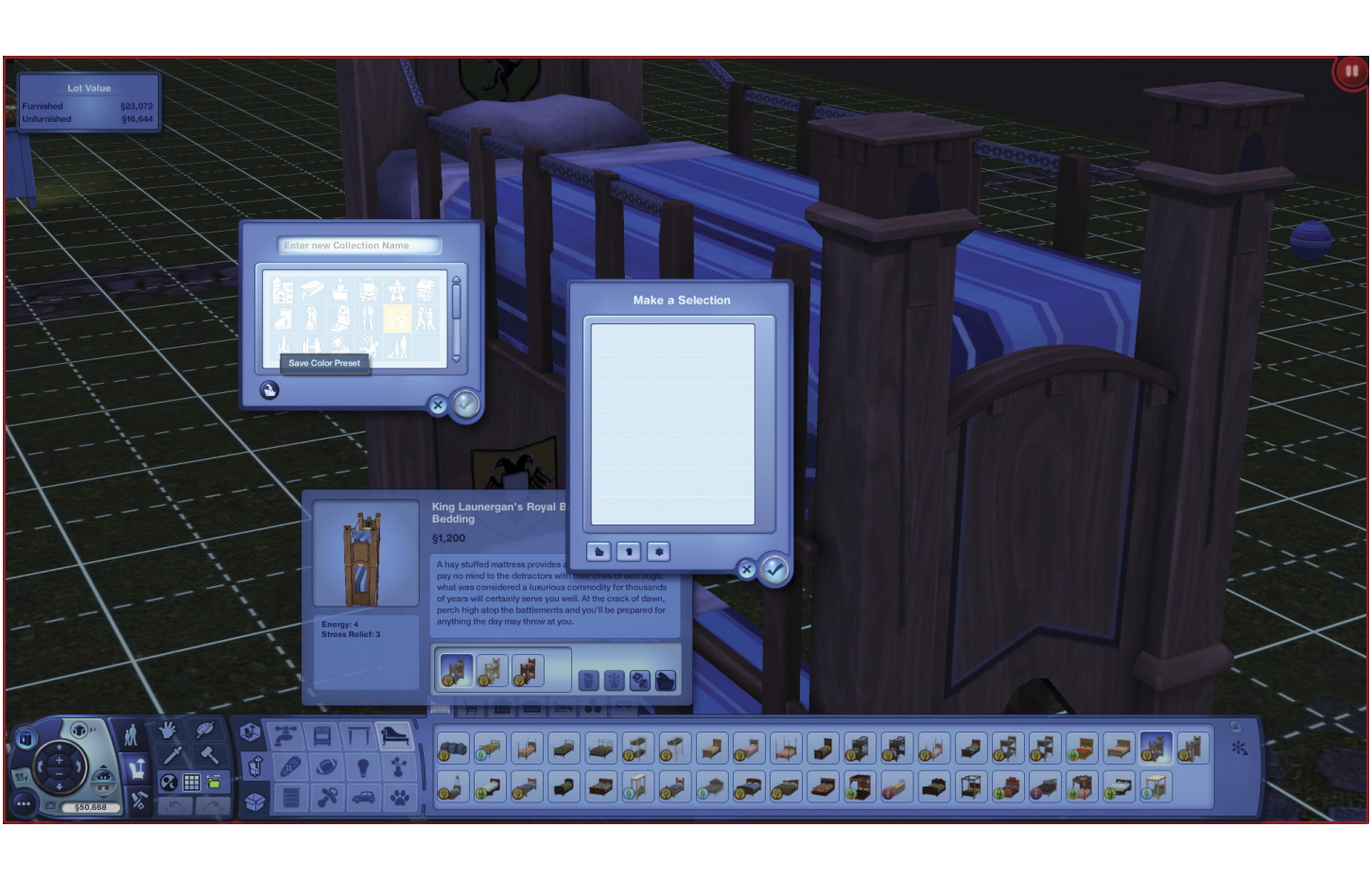
The Collections screen. It's currently blank because I haven't started any collections yet.

The three buttons at the bottom of this screen allow you to modify a collection, delete it, or start a new one. Because we're making a new one, we'll click the asterisk-shaped icon on the right. This opens a window that lets us name the collection, and choose from an assortment of icons to represent it.


Enter new Collection Name
Make a Selection

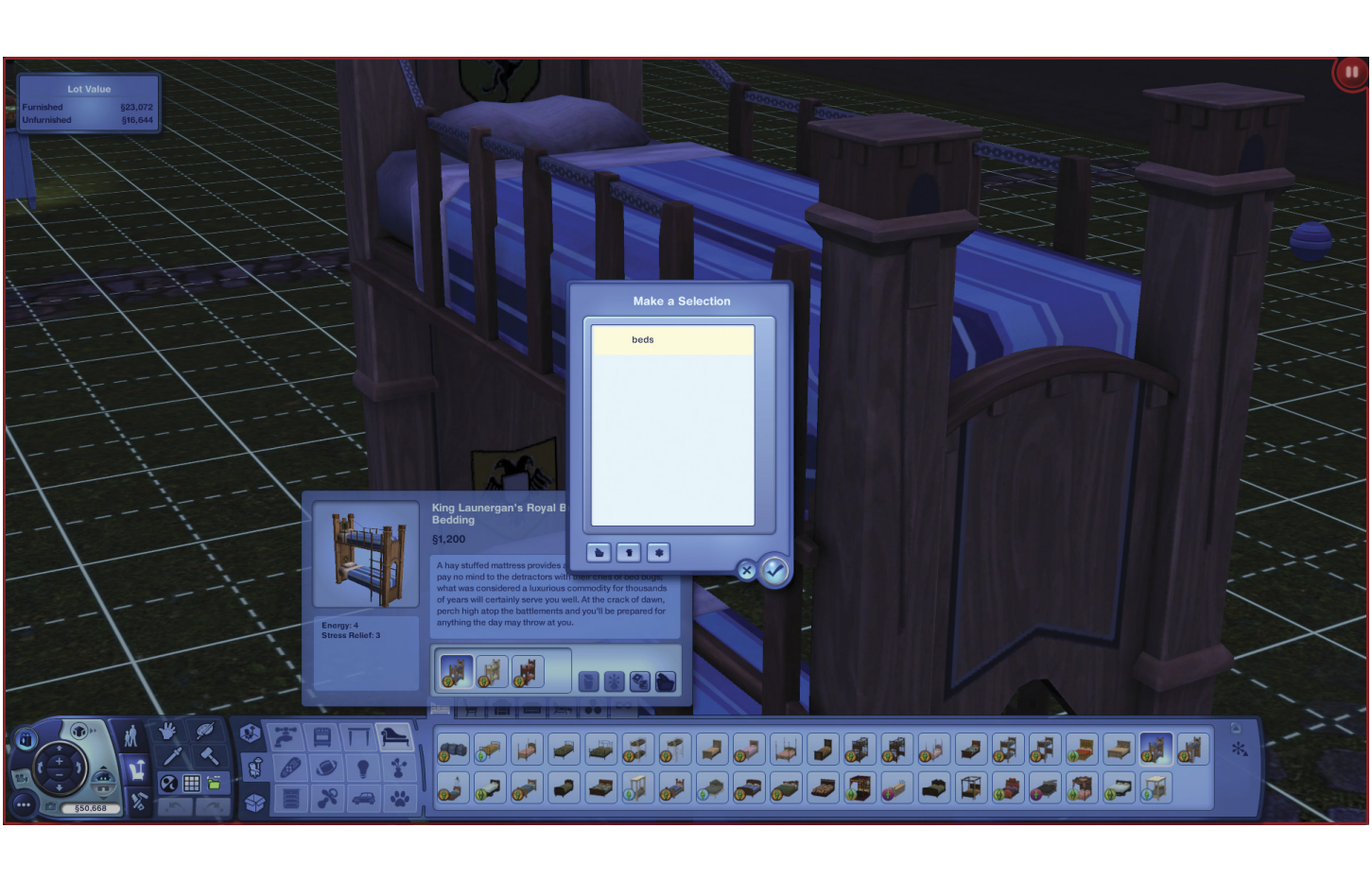
This window lets us name the collection and associate an icon with it.

A button at the bottom of this window lets you save the color as a preset as well.


Save Color Preset
Make a Selection

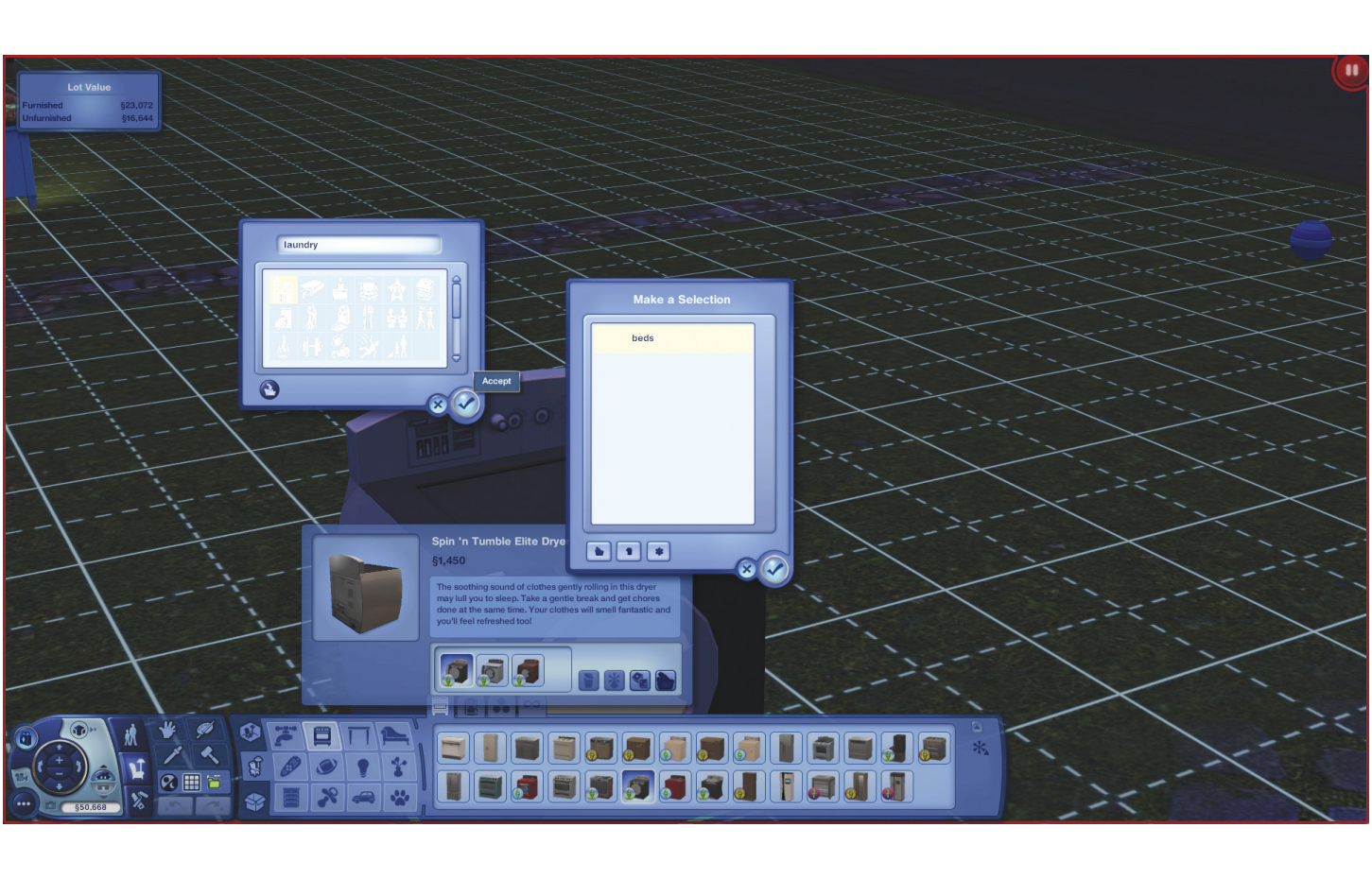
The color preset button

Because it's a bed that I'm adding to this collection, I'll title the collection "beds." Once I do that, the title appears in the Collections window.


Make a Selection
beds

My newly made category now appears.

I can continue adding collections. I want to add this dryer, so I start a new collection called "laundry."

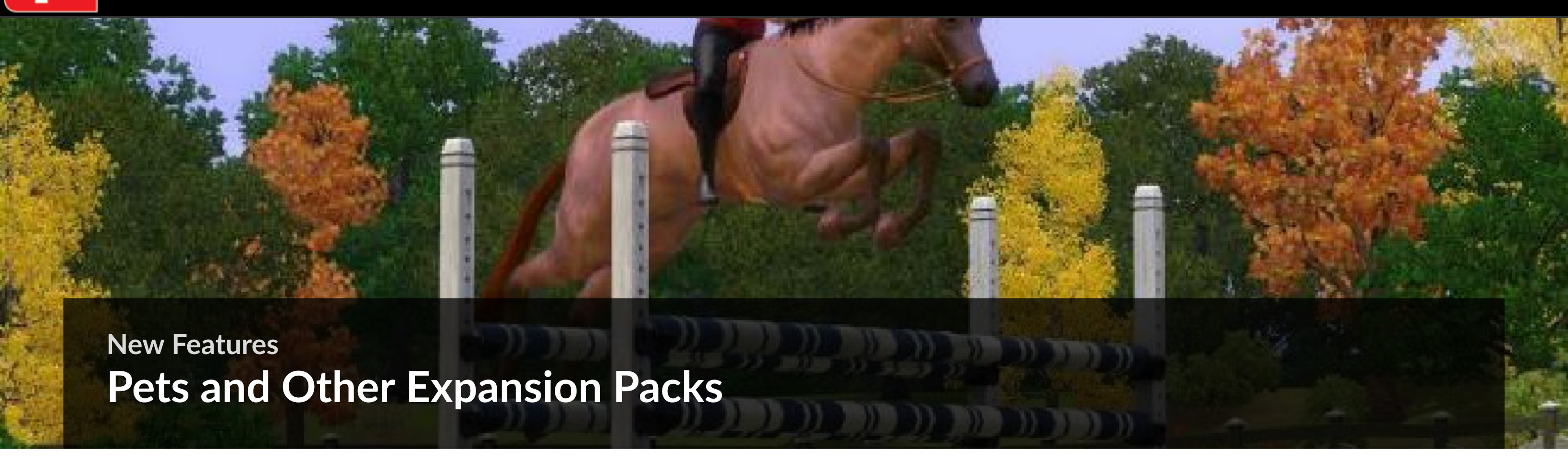

laundry
Accept
Make a Selection
beds

I start another collection for laundry items.

Once you have some collections defined, you can delete the entire collection, or modify it. If you choose to modify it, you can also delete particular objects from that collection. You can also continue adding items to the collection at any time.

Tip

This is a fantastic tool for organizing your favorite items—in your favorite colors and patterns—so you can find them easily. You can add wall and floor patterns too!



New Features

Pets and Other Expansion Packs

Travel with Pets (World Adventures)

Sims love to travel to exotic locales. But pets really don't. Pets are most comfortable in their own homes, with familiar sights and smells around. When pets travel in real life, they have to get a bunch of shots, get stuffed in a box on an airplane, then sometimes be quarantined once they arrive! That's really no fun for the pets. So it's much better to just leave pets at home when your Sims travel. In fact, it's your only choice! Pets cannot be selected as traveling companions.

However, that doesn't mean travel is out of reach for households with pets. Sims can still travel, and their pets will be well cared for. If all the young adult, adult, and elder Sims in the household sign up for a trip, a pet babysitter automatically comes over to care for the pets. You get a message saying: "Don't worry, I'll make sure your pets are taken care of while you are gone! They are in good hands!"

Note

Because dogs and cats cannot travel, they cannot hunt the animals or minerals that only exist in foreign locales.

Horseman/Horsewoman Skill-Based Profession (Ambitions)

If you have the Ambitions expansion installed, you can sign up to be a self-employed horsewoman or horseman. This is a skill-based profession, and it plays out like the others introduced in Ambitions, such as writer, painter, or inventor.

In Ambitions, Sims who choose to focus on creative endeavors can participate in a career-like system. Skill-based careers are similar to professions in that you can seek promotions and advances, but instead of having specific responsibilities or metrics to manage, promotions are based on overall value earned by the skill. When a Sim crosses a value threshold, a promotion is awarded.

As is the usual case, if you wish to join this skill-based profession, you start with a phone call or a trip to city hall. Choose the Register as Self-Employed option, and select Horseman/Horsewoman. If you started with a phone call, your Sim will have to go down to city hall to complete some paperwork, then you're all set.

As you earn money by winning competitions, selling horses, or putting your stallion to stud, you get promotions in the career. Some of these come with cash or other bonuses. To really bring in the Simoleons with your horses, you need to train them up to the top of their skill levels, while also making sure to enter them in a competition every day. The higher the level of the competition, the more money you will earn from winning. And the more competitions your horse wins, the more valuable the horse becomes when sold or put to stud. Not only that, but if you breed your well-trained horses, and care for them well, their offspring may get a head start on the training when they level to adulthood. That means they can start winning higher-level competitions even sooner!

Use the phone or computer to register for a profession.

You can invest in venues throughout Appaloosa Plains. If you have the Simoleons that is. The option won't appear if you don't have the dough. If you have to ask, dahling, you can't afford it.

The following table shows the profession's progression:

Horseman/Horsewoman Skill-Based Profession (Ambitions)

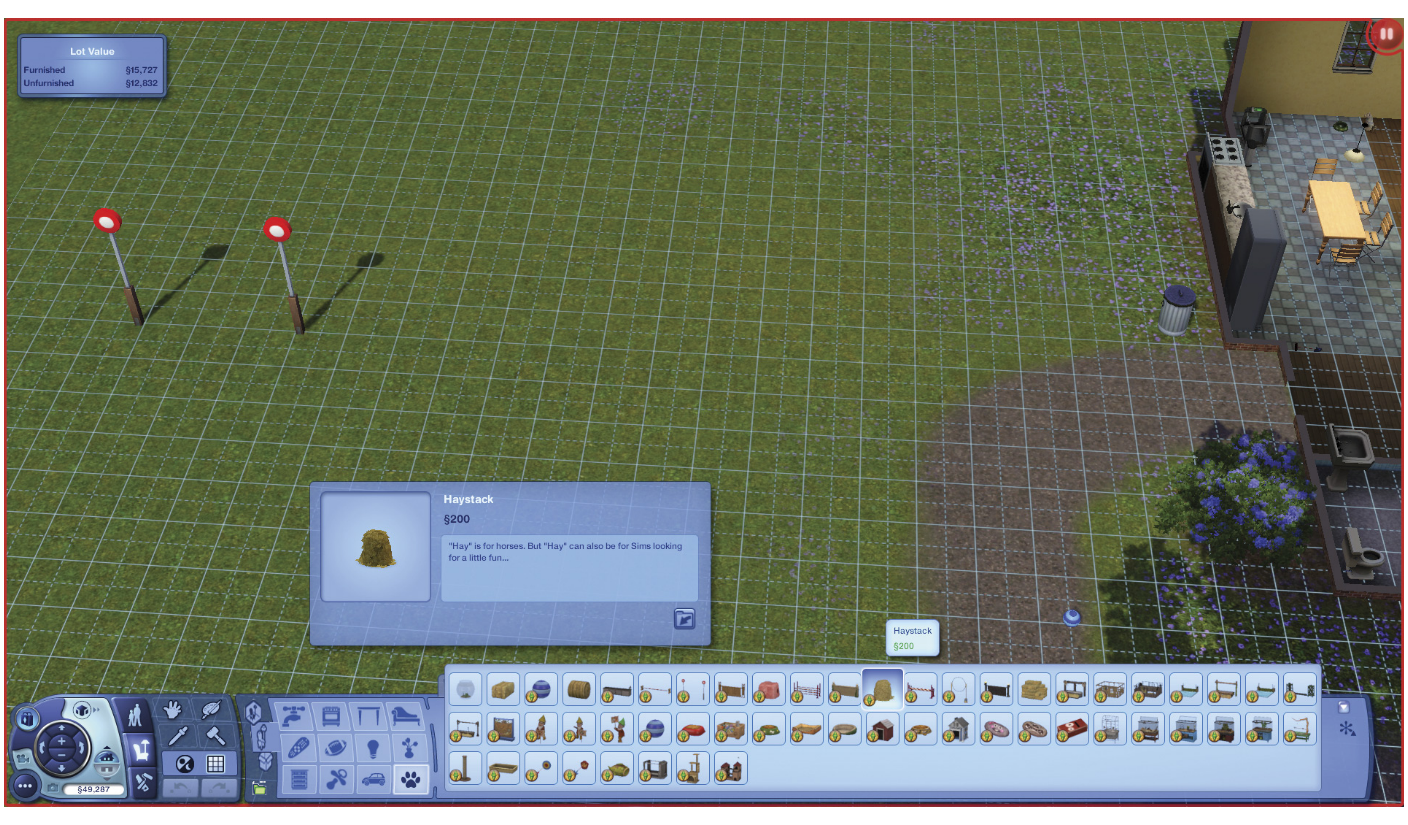
Level	Title	XP	Reward
1	Trail Duster Taster	500	
2	Apprentice Saddle Polisher	800	
3	Barn Sanitation Technician	1600	
4	Mane Quality Supervisor	2800	
5	Warm-Up Jockey	4800	§500
6	Consistently Upright Rider	8000	
7	Pony Partner	12000	§1,500
8	Blazer of Trails	17000	
9	Horse Psychic	24000	§2,500
10	Equestrian Master	32000	§5,000

Howl with... (Late Night)

Late Night is all about nights on the town, and that's not something you usually do with your pets, although you can always carry (or ride) your pets to parties or venues. Pets cannot became vampires, and they can't join your band. However, there is one fun activity your pets can do to join your Late Night antics. Pets—at least pets that don't have the Quiet trait—love to get involved when their Sims are playing music.

If your Sims are jamming, your dog might begin to howl along. Cats yowl along with the music, and horses tap their hooves in time! You could have a boot-scootin' hootenany out by the barn with your band and your pets!

Haystack (Late Night)



Haystack

§200

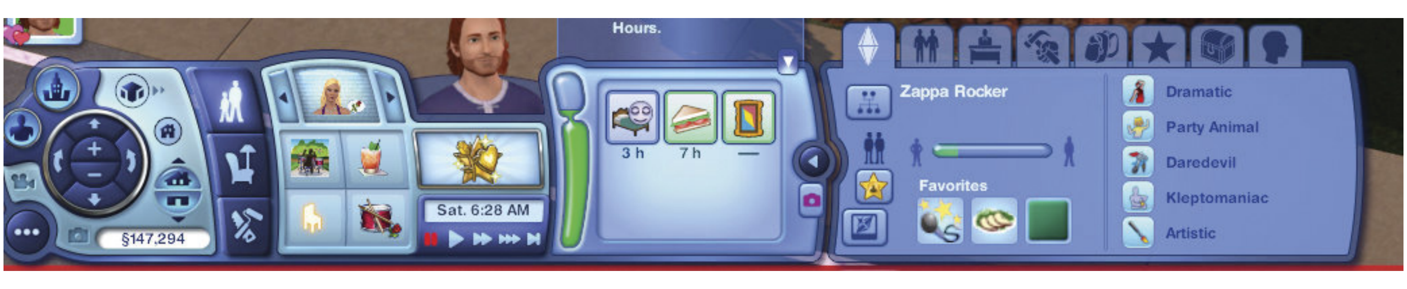
"Hay" is for horses. But "Hay" can also be for Sims looking for a little fun...

There's another feature in Pets that interconnects with Late Night, but for this one, pets aren't actually involved. Pets introduces a new Haystack object that lets romantically inclined Sims have a little roll in the hay! This is scratchy, risque fun, but more importantly, if your Sim happens to have the Master Romancer Lifetime Wish that was introduced in Late Night, they now have one more place to WooHoo in, which helps them reach that goal.

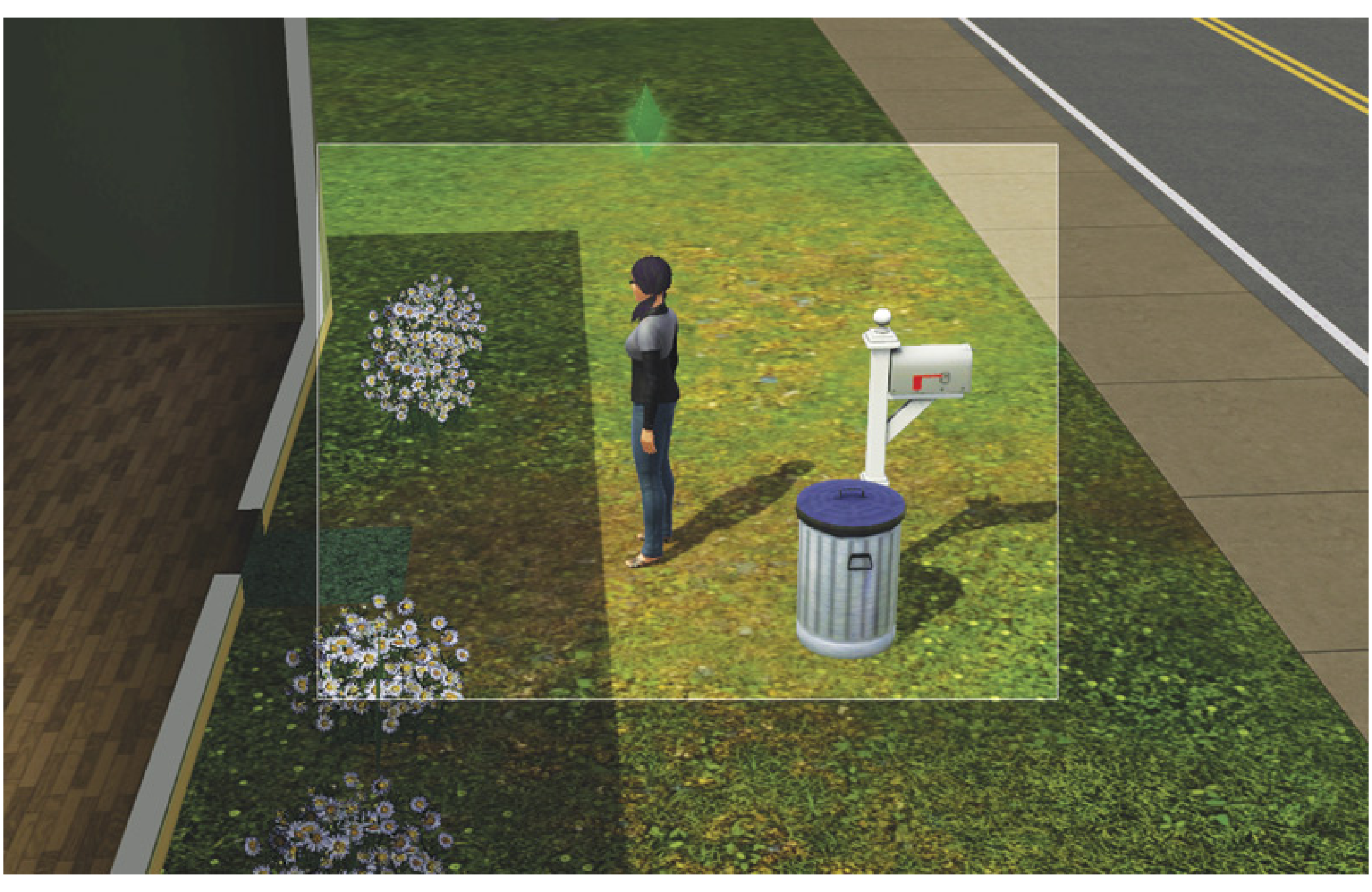
Memories (Generations)

If you installed the Generations expansion pack, your Sims can recall memories of important moments in their lives. The Sims 3 Generations offers the freedom to share these elaborate, funny, and heartbreaking narratives with the world. With new Facebook integration, your wall can now serve as a creative outlet for sharing memories, either through automatic snapshots or use of the new Capture This Moment feature that lets you freeze priceless moments in pixels and post them on Facebook. Memories are also stored in your new Scrapbook, which serves as a growing tapestry of life stories for all members of a household.

Generations introduces a wealth of Facebook functionality to The Sims 3. Now, players can post photos and stories from their town to their Facebook walls, keeping friends updated on the latest in their Sim adventures.



You have multiple ways to share memories via Facebook. The Sim panel now has a new button for creating a memory snapshot, called Capture This Moment. These are not like the screenshots you take with C. Those are saved to the Screenshots folder of the Sims directory on your hard drive. Snapshots taken with this new tool are instead directed to both Facebook and the all-new Scrapbook feature.



When you click on the purple camera button, a frame appears on-screen. Use Z and X (or your mouse scroll wheel) to zoom in and out of the action, and move the mouse to perfectly frame your shot. Once you have the photo arranged to your liking, tap C to snap the photo.

The photo now appears in a window. Within this window, you can title the memory and write a short description. (Keep in mind both of these will appear on your wall, so be mindful of what you type here.) Then, give a "tone" to the memory: positive, neutral, or negative. Once these have all been decided, click on the "Share" button to post it to your Facebook wall.

Note

You need to link your Facebook account and The Sims 3 Generations for this to work. Please see the Terms of Use for both Facebook and The Sims 3 Generations for all details regarding application data usage.

If you'd rather not post the memory on your Facebook wall, you can still save it to your Scrapbook. Click on the checkmark to save the memory. The title and description you assigned to the memory will appear when you thumb through the Scrapbook, which we'll get to in just a moment.

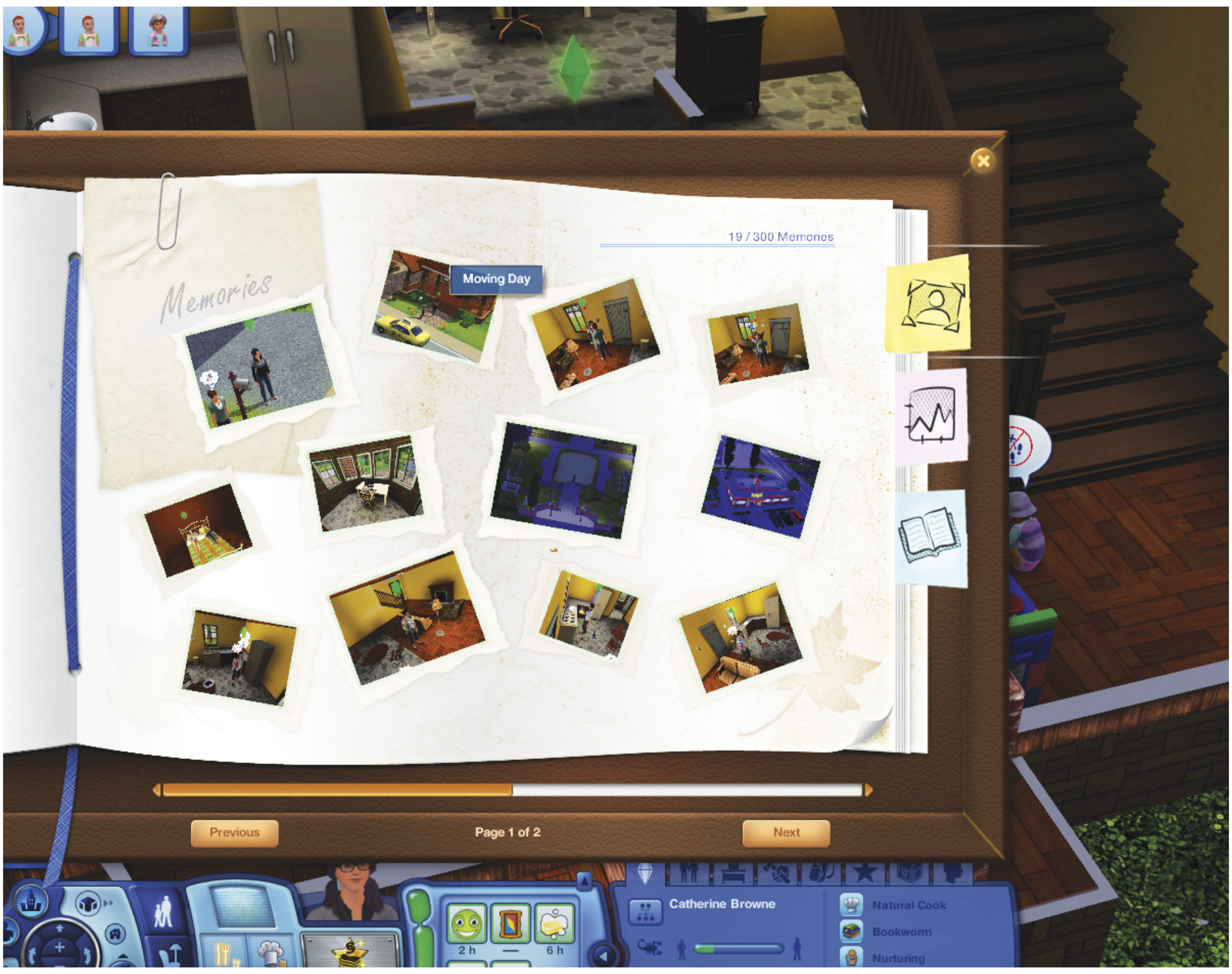
Note

If you want to discard the memory, just click on the little trash can icon.

In addition to the memories you purposefully capture with this new tool, if you have Generations installed, the game also alerts you when life events take place, whether its the advancement of a skill or the first time a Sim picks up his pet. When one of these determined memories happens, a memory snapshot is taken automatically. In the screen's upper-right corner, a message appears telling you about the memory and offering the chance to share it on your Facebook wall. You can, of course, decline and just save it to your Scrapbook.

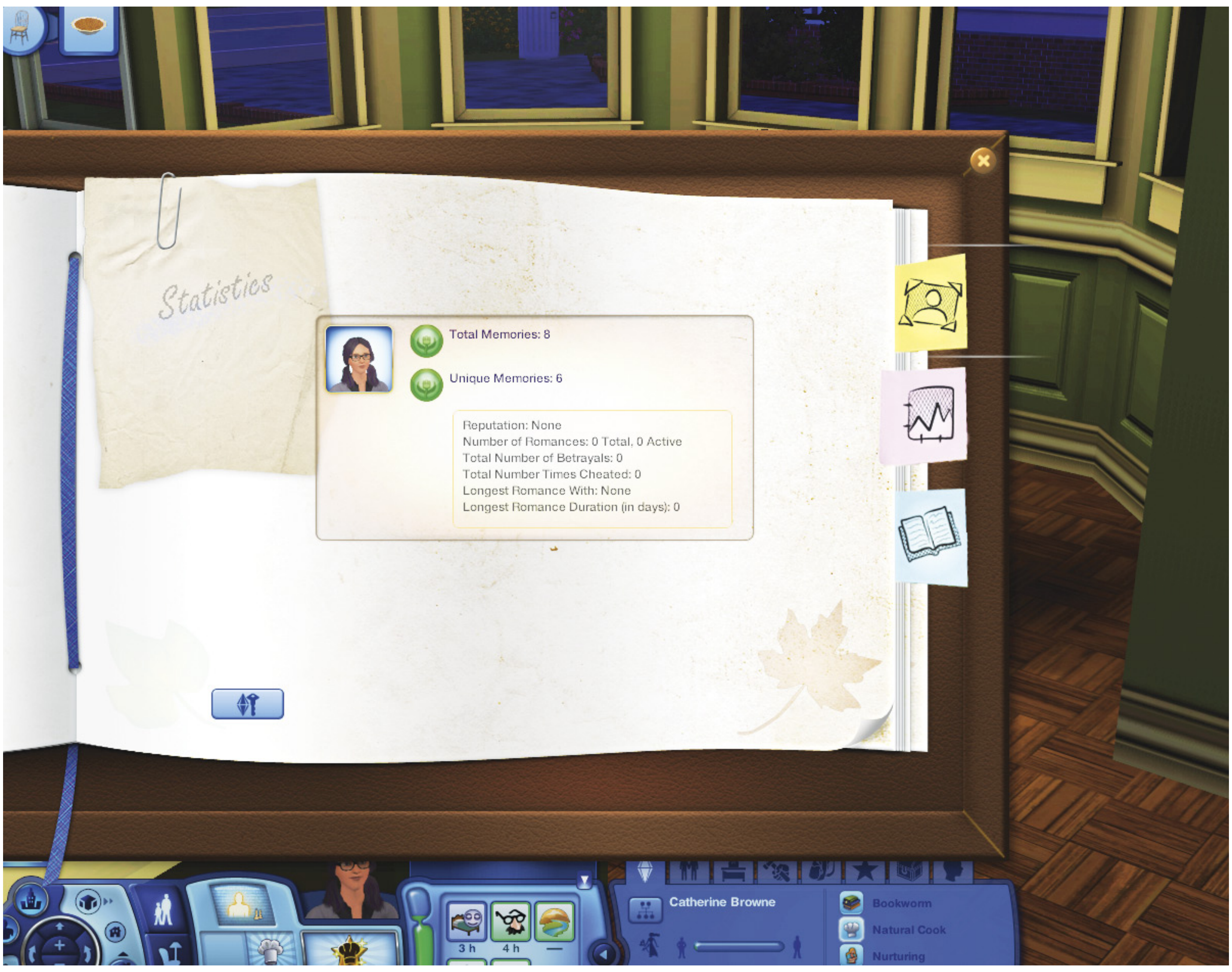
New Features

Scrapbook


Memories
19 / 300 Memories
Moving Day
Previous
Page 1 of 2
Next
2 h
6 h
Catherine Browne
Natural Cook
Bookworm
Nurturing

Although it's fun to share memories on Facebook, sometimes you just want to keep things to yourself. The new Scrapbook allows you to browse through saved memory snapshots and review the story of your Sims' lives. The Scrapbook actually looks like a real-life scrapbook, complete with photos artfully arranged on each page. When you mouse over a memory, you see information about it. Clicking on a memory enlarges it, letting you view the scene in greater detail.

The Scrapbook is accessed via the Sim Panel's Simology tab. (It's next to Favorites.) When launched, the action pauses and the Scrapbook opens. You can store up to 300 memories in the Scrapbook (feel free to delete unwanted memories—there are usually things a Sim would rather forget).


Statistics
3 h
4 h
Catherine Browne
Bookworm
Natural Cook
Nurturing

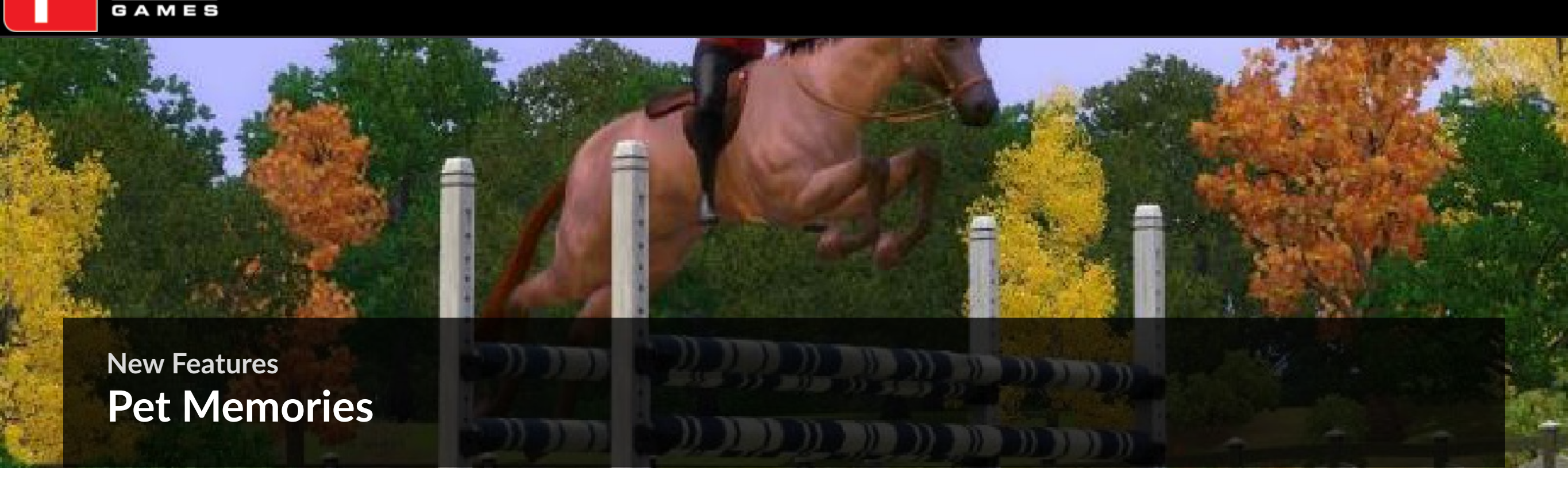
Total Memories: 8

Unique Memories: 6

Reputation: None
Number of Romances: 0 Total, 0 Active
Total Number of Betrayals: 0
Total Number Times Cheated: 0
Longest Romance With: None
Longest Romance Duration (in days): 0

There are two additional tabs in the Scrapbook. The Statistics tab tracks the number of memories each Sim in the household has. The current reputation is tracked, as are the general stats regarding the Sim's love life. The third tab is Biography. Here, you can write a new biography for your Sim and attach it to the Scrapbook.

The Scrapbook can be shared if you log in to The Sims 3 community and link it.



New Features

Pet Memories

You'll have many wonderful and cherished moments while playing Pets that you'll want to share with your friends on Facebook. Let your friends know when your dog has a new litter of puppies, glory in your success of adopting a unicorn, or display images of rare reptiles or rodents. It's a great way of involving your real-life friends in your Pets experience. And if your friends also play Pets, you can share milestones or even start playful rivalries to see who can accomplish something first. Who will be the first of your friends to tame a unicorn? Read our tips so that's you! Along with the memories that you choose to capture and share, the game will automatically capture memories of the following exciting events.

Memories

Name	Description	Notification
Adopted a Stray	Putting an end to desolation and abandonment one stray at a time.	X just adopted a stray. He/she'll always remember this very special moment.
Adopted a Unicorn	You've managed to adopt one of the most magical creatures to ever grace this plane. Take good care of your unicorn and you'll always be in good favor!	X has just adopted a Unicorn. It'll be a long time coming before he/she'll forget when this magical creature became part of the family.
Adopted a Wild Horse	You've gone and adopted a Wild Horse with the thoughts of equestrian competitions in mind. Take good care of your horse and they'll make sure to take good care of you when it counts the most!	X has just adopted a Wild Horse. He/she'll never forget the feeling of welcoming home a new member to the family.
Adopted X	Adopting a bundle of joy adds fun and mischief to any household!	X has just adopted Y! He/she'll always remember the day Y joined the family. X will always cherish this moment!
Attacked a Bird	That bird was getting a little too comfortable with their environment… It's about time somebody showed them how things are run around here!	X just attacked a bird! He/she will never forget the look of complete shock on the bird's face as he/she made a move!
Be Adopted	To have been alone since as far back as you could remember, finally being part of a loving household will help fill the void that you've been yearning for.	X has just been adopted! He/she'll finally be able to spend time with Sims who will love and care for him/her. A memory that he/she will always remember!
Be Blessed by a Unicorn	With this blessing you're feeling luckier than a four leaf clover!	X was just blessed by a Unicorn. He/she'll never forget the moment of clarity and the weird yet lucky feeling overcome him/her
Became a Canine Companion	Through thick and thin, your canine companion will be right beside you. Except when you run through the spinklers. Tough luck kiddo!	X just fulfilled his/her Lifetime Wish and became a Canine Companion. He/she will always remember the fierce loyalty and playful nature of his/her canine companions.
Became a Cat Herder	Some Sims live by the motto: work, play with cats, eat, play with cats, sleep, and play with cats. It can't get any better than that!	X just completed his/her Lifetime Wish and became a Cat Herder. He/she will always remember the many adorable and too cute for their own good cats that crossed his/her path!
Became a Fairy Tale Finder	It's not every day that one encounters a mythical creature, let alone being able to have one join your family!	X just fulfilled his/her Lifetime Wish and became a Fairy Tale Finder. He/she will always remember the pride he/she felt when the unicorn joined his/her household.
Became a Jockey	Winning that competition was the best way to get noticed as one of the greatest riders around town.	X just completed his/her Lifetime Wish and became a Jockey. He/she will always remember the thrill of victory and the smell of freshly printed Simoleons!
Became a Zoologist	The fresh air, the cool breeze, the unsuspecting animals that are now part of your collection… what a day this was!	X just completed his/her Lifetime Wish and became a Zoologist. He/she will always remember becoming a master of the animal kingdom.
Became an Animal Rescuer	Making the animal kingdom a better place. One stray at a time.	X just became an Animal Rescuer. He/she will always remember the pride he/she felt when he/she achieved the trust of the many strays roaming around town.
Became an Ark Builder	Everything is better when multiplied by two! Apples, Simoleons, Pets, fleas. Well, almost everything…	X just completed his/her Lifetime Wish and became an Ark Builder. He/she will never forget the joy of herding so many pets into one household!
Became Pregnant	It turns out a baby is on the way. Time to enjoy those moments of peace and quiet before those little munchkins arrive!	X just found out that he/she is having a baby! He/she can't wait to add another member to the family!
Befriended a Bird	This is one buddy that will always have their friend's back…as long as they get to ride on your shoulder while you're out strollin' about!	X just befriended a bird! He/she will always remember how happy and excited the bird looked to finally have made a friend.
Blessed a Plant	The plant was near death before you performed your magic. Now, the plant is full of life and radiating with a shimmering white glow!	X just blessed a plant. He/she'll never forget the warm shimmering light radiating from the reinvigorated plant.
Bottle-Fed Foal	A Sim feeding a foal from a bottle is such a sweet sight! What a special moment between the Sim and foal!	X just bottle-fed Y for the first time. X will never forget how happy X was to finally be fed!
Bought a X	Having a horse in the household will surely lead to some interesting adventures!	X just bought Y! X is looking forward to all the happy adventures they will have together!
Brushed a Horse	Brushing a pet's fur until it shines shows that pet that you really care!	X just brushed Y for the first time! It took a while to get all of those tangles out of Y's fur, but it was all worth it when X saw Y's happy face!
Caught a Bird	With your quick agility and natural born reflexes, the bird had no chance of escape once you had set your sights on them as a target!	X just caught a bird. He/she will always remember the incessant squawking, scratching, and barrage of feathers that flew everywhere once the bird was finally caught!
Caught a Lizard	Lizards may be fast and may possibly give you the slip, but that's part of the fun when trying to catch one!	X just caught a lizard. He/she'll never forget how deceptively fast lizards are once they catch wind of you coming after them!
Caught a Rodent	With your quick agility and natural born reflexes, the rodent's inherent cuteness could not overpower your drive and motivation to capture one!	X just caught a rodent. He/she'll never forget how such a cute and cuddly creature can put up such a ferocious and tenacious fight!
Caught a Snake	Snakes may be slippery and may seem like an impossible target to catch… but where's the fun in a hunt if there's no challenge?	X just caught a snake. He/she'll never forget how slippery and slithery the snake was, but the triumph of that catch will be a moment to remember!
Caught a Turtle	Turtles may think that their hard outer shell will help protect them from predators… you showed them!	X just caught a turtle. He/she will never forget how slow and stubborn the turtle was, but the triumph of the catch will be a moment they won't soon forget!
Created a Sculpture of X	Capturing X's likeness was a challenge, but the results turned out pretty good!	X just created a sculpture of Y. He/she will always remember the challenge of capturing Y's pose perfectly!
Cursed a Plant	The plant was full of life before you performed your magic. Now, the plant is wilting and withering before your eyes. The dark aura radiating from the plant can vouch for that!	X just cursed a plant! He/she'll never forget the dark void like aura that struck the plant and how it withered slowly until it wilted to the ground.
Dug up Something	All that digging "practice" finally paid off when X actually found something!	X just dug something up for the first time! He'll/she'll never forget how it felt to find something awesome hidden in the dirt!
Entered a Cross-country Competition	You've trained long and hard for this day, it's about time you show the world what you were destined to do!	X has just entered a Cross-country competition. He/she'll always remember that feeling of anxiety as he/she prepared for one of the most intimidating competitions out there.
Entered a Jumping Competition	You've trained long and hard for this day, it's about time you show the world what you were destined to do!	X has just entered a Jumping competition. He/she'll always remember the practice, hard work, and dedication put forth in training for this competition.
Entered a Racing Competition	You've trained long and hard for this day, it's about time you show the world what you were destined to do!	X has just entered a Racing competition. He/she'll always remember the practice, hard work, and dedication put forth for the race.
Exorcised a Ghost	Helping a ghost to find peace today means one less ghost to frighten you tomorrow!	X just exorcised a ghost! X will never forget how amazing it felt to help a wayward soul to rest!
Fed a Horse by Hand	Having a horse eat out of your hand proves that you are a very trustworthy Sim!	A horse just ate out of X's hand for the first time! X will never forget how the horse's mouth tickled his/her hand as it ate all the food that X had… and still expected more!
Fed a Wild Horse	You were nervous about feeding the horse, but how do you think the horse felt being fed by a complete stranger?!	X fed a Wild Horse for the first time. Extending out a nervous hand to feed the Wild Horse is something that doesn't happen every day.
Fetched Date	Sometimes you fetch sticks; sometimes you fetch love interests. Dogs are willing to be versatile.	X just fetched a date for a friend! X will never forget how it felt to be wingman for a good friend!
Found a Gem	All that digging through the ground finally has a purpose. Valuable gems can be found in there!	X just found a gem! He'll/she'll always remember how it felt when he/she pushed aside some dirt to uncover a gem!
Found a Metal	All that digging through the ground finally has a purpose. Valuable metals can be found in there!	X just found a hunk of metal for the first time! Hope it's worth some mega-Simoleons!
Found a Rock	Sure, you can find rocks anywhere, but it's way more fun to dig for them!	X just found something special for the very first time! He'll/she'll always remember how it felt to be the one who found it!
Found Something Special	Finding something special is just so…. special!	X just found something special for the very first time! He'll/she'll always remember how it felt to be the one who found it!
Gained a New Trait	Getting positive vibes is always a plus when you do something right!	X just gained a new trait! All of that positive (or negative!) reinforcement finally paid off.
Got De-Aged	Overly expensive moisturizer cremes move over! There is no greater age-defying trick then to drink a De-Aging Potion!	X just got de-aged! He/she will never forget that bizarre and unique experience of reverting back to a younger and revitalized self!
Got Fleas	While it's not the worst infection you've ever gotten, it sure does rank up there! And what makes it worse is that they're super contagious!	X just came into contact with some fleas! He/she'll never forget that revolting feeling of hundreds of tiny little buggers clinging to his/her body!
Got Hooves Cleaned	Clean hooves make a horse feel like a million Simoleons!	X just had his/her hooves cleaned for the first time! X will always remember how great it felt to have all the dirt and rocks removed from his/her hooves. Even though it was uncomfortable at times, the clean feeling at the end was well worth it!
Got Thrown by a Horse	Not exactly a happy memory… though it might have been a good one for your horse.	X just got thrown by a horse! He'll/she'll never forget how it felt to finally get up on a horse… only to be thrown off!
Had a Foal	Oh, how quickly the love of parenthood is felt when cradling a newly born foal.	X just had a foal! He/she will never forget how it felt to add a new member to the family!
Had a Litter	Nothing screams mass furry chaos like a newly born litter ready to make their mark on the world!	X just had a litter! There's nothing like the endless energy of new babies!
Had X Fetch a Date	Nothing brings Sims together like an adorable dog on a mission!	Sometimes the best wingman doesn't have wings… or even opposable thumbs. X just had his/her dog Y fetch him/her a date!
Hugged by a Sim	A hug from a Sim will always bring about warm and fuzzy feelings inside!	X was just hugged by a Sim! X will never forget how it felt to have a Sims' arms around his/her neck… in a good way!
Ignite	Warmth. Light. Heat. These are some of the things that come to mind when you witness this awe inspiring power at its fullest!	X just used Ignite! He/she'll never forget the bright light and warmth that the fire created!
Jumped a Jump Obstacle	You've trained so much that practically anything you see you want to jump!	X just jumped over a jump obstacle! He/she'll always remember the rush of adrenaline that pumped through his/her body!
Kicked by a Horse	Getting kicked by a horse is no fun! In fact, it's quite painful! Ouch.	X was just kicked by Y! Ouchies, that was painful! X won't soon forget about this traumatic event!
Large Bird Died	When a loved one passes on, there is no consoling those who remain. Only time will heal those wounds.	X is in mourning because Y died. He/she'll always keep Y's memories alive in his/her heart!
Lay X to Rest in the Graveyard	A graveyard can be an eerie place, but it is nice to pay homage to those who have passed on.	X just put Y to rest in the graveyard. Though there were many tears at the parting of a dear friend, X will never forget the good times they had together!
Learned all the Tricks	Learning All the Tricks from your Sim has brought forth a new chapter in both your lives. Countless hours of comedic value can now be at your disposal to both Sims and fellow pets alike!	X has just learned All the Tricks! He/she'll always remember the look of sheer joy on his/her Sims' face as they mastered all the tricks! A moment that he/she will always remember.
Learned Hunting Skill	Learning how to hunt is the beginning of a lifetime of exciting new discoveries!	X just learned to hunt! Look out, hidden things, for X will sniff you out!
Learned to Play Dead	Learning a new trick, such as Play Dead, can be such an adventure! Your Sim is really happy with your progress and can't wait to teach you more tricks!	X has just learned how to Play Dead! He/she will never forget the uncontrolled laughter ringing through the air as he/she she successfully performed the trick. This is a memory that he/she will always remember.
Learned to Roll Over	Learning a new trick, such as Roll Over, can be such an adventure! Your Sim is really happy with your progress and can't wait to teach you more tricks!	X has just learned how to Roll Over! He/she will always remember the feeling of being praised for a job well done. A feeling that he/she won't forget about anytime soon.
Learned to Shake	Learning a new trick, such as Shake, can be such an adventure! Your Sim is really happy with your progress and can't wait to teach you more tricks!	X has just learned how to Shake! He/she will always remember the joyous feeling emanating from his/her Sim as they shook hand and paw for the first time. A moment that he/she will always remember.
Learned to Sit	Learning a new trick, such as Sit, can be such an adventure! Your Sim is really happy with your progress and can't wait to teach you more tricks!	X has just learned how to Sit! He/she will always remember the feeling of being praised for learning the trick in such a short amount of time. A feeling that he/she won't forget about anytime soon.
Learned to Sit Up	Learning a new trick, such as Sit Up, can be such an adventure! Your Sim is really happy with your progress and can't wait to teach you more tricks!	X has just learned how to Sit Up! He/she will always remember the feeling of being praised for a job well done. A feeling that he/she won't forget about anytime soon.
Learned to Speak	Learning a new trick, such as Speak, can be such an adventure! Your Sim is really happy with your progress and can't wait to teach you more tricks!	X has just learned how to Speak! He/she will always remember the joyous feeling emanating from his/her Sim as they shared their first ever non one-sided conversation! A moment that he/she will always remember.
Led a Horse	One of the staple characteristics of a good trainer is leadership. If you lead your pet, they will unconditionally follow you.	X just led a horse for the first time! Nothing is more awesome than having a horse follow you wherever you go!
Licked a Saltlick	It's not every day that one can enjoy a tasty treat such as this!	X just licked a saltlick! He/she'll always remember that delicious unfiltered salt hit the tip of his/her tongue!
Lost a Trait	Getting negative vibes is never a good thing! But sometimes you have to experience the bad in order to know how to be good!	X just lost a trait! All that coaching from X's owner has brought about a change in personality!
Marked a Sim	While some pets show love by licking their Sims' faces or nickering at them, you took the more subtle approach and flip-flopped around on their feet before they noticed you were there!	X just marked Y! He/she'll always remember the bond that was formed with X when he/she rubbed his/her head against his/her foot.
Mourned X	Losing a pet is always hard to bear, but being able to mourn always helps lessen the pain.	X just mourned Y. Nothing makes the pain go away, but remembering Y will always make X feel better.
Nursed Foal	Part of being a good mother is making sure that your child is will nourished and given the proper attention that they need.	X nursed a foal for the first time! She'll never forget how happy the foal was to finally get fed!
Nursed from Mother	Nothing tastes better to a young foal than its mother's milk!	X just nursed from his/her mother for the first time. He'll/she'll always remember the bond he/she felt while being fed by his/her mother.
Painted a Portrait of X	Creating a likeness of a pet is perhaps the most difficult kind of painting. If one doesn't get the pet to sit still long enough to complete the painting, it just won't look right!	X just painted a portrait of Y. He/she hopes this work will be remembered throughout the ages…he/she will certainly always remember it!
Pet a Raccoon	Petting the Raccoon wasn't as bad as you thought it would be. The Raccoon even seemed to be enjoying it!	X pet a Raccoon for the first time. Witnessing both the playfulness and the amount of trouble they can get into, first hand, this is an experience that he/she won't forget about anytime soon!
Pet a Wild Horse	Petting the Wild Horse wasn't as bad as you thought it would be. The horse even seemed to be enjoying it!	X pet a Wild Horse for the first time. The Wild Horse seemed content and even showed signs of him/her enjoying it!
Picked Up a Pet	Cuddling with a new pet is the first step in a successful pet-Sim relationship.	X just picked up Y! He/she'll never forget how it felt to cuddle with X for the first time!
Put X up for Adoption	It's a tough situation to be in, but you know that this is for the best.	X has just put Y up for Adoption. Even though they shared many memories both good and bad, X will always remember how special X was to the family.
Ran the Jumping Course	It's about time you show the world what all that training was meant for!	X just ran the jumping course! He/she'll never forget how nervous they were before the competition started, and how great it felt to finally finish it!
Ridden by a Sim	The first time a horse allows a Sim on its back is a very special moment for both of them!	X was just ridden by a Sim for the first time! He/she'll never forget the way it felt to carry a Sim on his/her back!
Rode a Horse	Take your dreams of riding off into the sunset one step at a time. First step—getting on the horse—completed!	X just rode a horse for the first time! X will always remember how it felt to look down at the world from the back of a horse.
Rode a Horse Bareback	Riding a horse without a saddle makes a Sim feel pretty hardcore!	X just rode a horse bareback for the first time! Sans saddle—that's hardcore!
Saved X from Death	It looks like even Death doesn't dare separate a Sim and a pet!	X just saved Y from death! X will never forget the day he/she got the better of the Grim Reaper!
Saw a Deer	You were stock-still as you first caught a glimpse of the Deer. One sudden movement and the deer might have scurried off in fright!	X saw a Deer for the first time. Witnessing the majestic presence and sentinel-like stance first hand, he/she'll never forget this eye-opening experience.
Saw a Foal	Young horses are called foals, and in my book, they're also called SUPER CUTE!	X just saw a foal for the first time. He/she will never forget how frail the young horse looked, and how much spirit it carried on its little hooves.
Saw a Panicked Horse	Feeling helpless towards the horse, you wish there was something more you could do to help calm them down.	X just saw a panicked horse for the first time! He/she'll never forget the look on the horse's face—pure shock and confusion!
Saw a Pet Vomit	What has been seen cannot be unseen…	X just saw Y vomit! He/she will never forget how disgusting the sight and smell was. This is an experience that he/she won't forget anytime soon.
Saw a Wild Horse	After seeing the Wild Horse, you knew deep down, that you and the horse were destined to cross paths again…	X saw a Wild Horse for the first time. Seeing the untamed, unpolished, and raw elegance of the Wild Horse will not be forgotten anytime soon.
Saw the Ghost of X	It looks like some part of a pet is still here in the land of the living… though in a different form.	X just saw the ghost of Y! When they said that X would never truly be gone, they weren't kidding!
Scared a Ghost	What's scarier than a ghost? You, of course!	X just scared a ghost! X never thought he'd/she'd see the day when a ghost would be scared of him/her!
See a Unicorn	Not many Sims can say that they've seen a Unicorn. Fortunately for you, you can! The sheer mysticism of the unicorn will surely be a milestone in your lifetime!	X saw a Unicorn for the first time. Awestruck by the long and elegant carved horn, the swishing full tail, and the mere magical aura surrounding them, the Unicorn is a once in a lifetime sight to be seen!
Set a Bird Free	To set one free is to wish for their freedom—yet deep down, sooner or later you'd like for them to come back to you.	X just set a bird free! He/she'll always remember this momentous occasion as the bird took flight into the wild blue yonder!
Stole Some Food	Stealing food that isn't yours is never a good thing! But… if it's left unattended and you're getting awfully hungry; they can always make more food!	X just stole some food! He/she will always remember the rush of excitement running through his/her body as they ran away with the goods!
Taught a Bird How to Talk	Reading books, watching TV, and having one-sided conversations are just many examples of techniques you've used to teach your bird how to talk. Thankfully it all paid off!	X just taught a bird how to talk! He/she'll never forget this proud moment as all that hard work and speech training finally paid off!
Taught Hunting Skill to X	Training a pet to hunt takes time, but it's always worth it to see what they'll bring home!	X just taught Y to hunt! X can't wait to see what fun things Y will hunt down!
Taught X How to Play Dead	Teaching a new trick, such as Play Dead, can be such an adventure! Your dog is really happy with all the attention he/she is getting that they practically can't lie still from all the excitement!	X has just taught Y how to Play Dead! Wait until visiting Sims get a load of this trick! X can't wait to show this off to his/her friends!
Taught X How to Roll Over	Teaching a new trick, such as Roll Over, can be such an adventure! Your dog is really happy with all the attention he/she is getting that they practically can't lie still from all the excitement!	X has just taught Y how to Roll Over! The dizzy look that Y has on his/her face is something that X won't forget anytime soon!
Taught X How to Shake	Teaching a new trick, such as Shake, can be such an adventure! Your dog is really happy with all the attention he/she is getting that they practically can't sit still from all the excitement!	X has just taught Y how to Shake! The puffy and padded paws of Y are so cute and squishy! X will always remember this moment!
Taught X How to Sit	Teaching a new trick, such as Sit, can be such an adventure! Your dog is really happy with all the attention he/she is getting that they practically can't sit still from all the excitement!	X has just taught Y how to Sit! The amusing look of wanting to move from his/her spot but can't, is something that X will always remember with a bemused grin!
Taught X How to Sit Up	Teaching a new trick, such as Sit Up, can be such an adventure! Your dog is really happy with all the attention he/she is getting that they practically can't stand still from all the excitement!	X has just taught Y how to Sit Up! The furiously wagging tail looks like he/she is really enjoying the training!
Taught X How to Speak	Teaching a new trick, such as Speak, can be such an adventure! Your dog is really happy with all the attention he/she is getting that they practically can't stand still from all the excitement!	X has just taught Y how to Speak! No more one sided conversations for X! A momentous occasion for both Sim and canine-kind!
Teleport!	While others run, gallop, and trot from place to place—you would rather travel in style and befitting of your breed!	X just teleported! He/she'll always remember that tingling sensation that rippled through his/her as they materialized into a different plane!
Trained for Jumps	You've trained long and hard to master those jumps. Keep going because there's still a lot left to learn!	X just finished training on some jumps! He/she'll never forget the long hours and dedication it took to comfortably jump over obstacles!
Tried For Foal With X	When two horses love each other very much…	X just tried for a foal with Y. He/she will always remember their time together, and might soon see Y's features in the face of a newborn foal!
Tried For Kittens With X	Cat romance may not be as complicated as Sim romance, but the outcome tends to be the same…	X just tried for kittens with Y. He/she will always remember his/her relationship with Y—maybe every time he/she looks at his/her kittens' faces!
Tried For Puppies With X	Dogs will be dogs, and that's how we get puppies.	X just tried for puppies with Y. He/she will never forget their encounter, or who the other parent of his/her puppies is!
Was bottle Fed by X	Being pampered and spoiled is something you definitely can get used to!	X was just bottle-fed for the first time. As soon as X saw the bottle, he/she knew that he/she had come to the right kind of family.
Was Cured by a Unicorn	The Unicorn can easily cure common illnesses and ailments, but don't let that convenience replace an old fashion visit to the Doctor's Office!	X has just been cured by a unicorn! He/she will remember the pain, tears, and the sudden feeling of warmth and brightness as the ailment was cured!
Was led by Sim	Be Led—Hidden Memory	X was just led for the first time! Nothing says that you're a patient horse like following a directionally-challenged Sim around for hours!
Watched a Deer	Enjoying the subtle calmness of the passive deer is a great way to spend a day!	X just watched a deer out in the wilderness. He/she will never forget the tranquil manner the deer possessed as they lazily grazed out in the wild.
Watched an Equestrian Competition	Sims really enjoy watching the drama and excitement of a good equestrian competition!	X just watched an equestrian competition for the first time! X will never forget the excitement of watching all those talented horses compete!
Won a Beginner Cross-country Competition	A good amount of hard work and perseverance has been put into your training and it's finally paid off! But don't think it's over just yet; there are more challenging competitions that lie ahead.	X has just won a Beginner Cross-country competition. He/she'll always remember the feeling of accomplishment as he/she crossed the finish line and was awarded Simoleons and a trophy.
Won a Beginner Jumping Competition	A good amount of hard work and perseverance has been put into your training and it's finally paid off! But don't think it's over just yet; there are more challenging competitions that lie ahead.	X has just won a Beginner Jumping competition. He/she'll always remember the feeling of accomplishment as he/she was awarded Simoleons and a trophy.
Won a Beginner Racing Competition	A good amount of hard work and perseverance has been put into your training and it's finally paid off! But don't think it's over just yet; there are more challenging competitions that lie ahead.	X has just won a Beginner Racing competition. He/she'll always remember the feeling of accomplishment as he/she crossed the finish line and was awarded Simoleons and a trophy.
Won an Advanced Cross-country Competition	A good amount of hard work and perseverance has been put into your training and it's finally paid off! But don't think it's over just yet, there are more challenging competitions that lie ahead.	X has just won an Advanced Cross-country competition. He/she'll always remember the grueling course and the even tougher competition.
Won an Advanced Jumping Competition	A good amount of hard work and perseverance has been put into your training and it's finally paid off! But don't think it's over just yet, there are more challenging competitions that lie ahead.	X has just won an Advanced Jumping competition. He/she'll always remember the hard work and dedication it took to make it this far.
Won an Advanced Racing Competition	A good amount of hard work and perseverance has been put into your training and it's finally paid off! But don't think it's over just yet, there are more challenging competitions that lie ahead.	X has just won an Advanced Racing competition. He/she'll always remember the hard work and dedication it took to make it to this racing milestone.
Won an International Cross-country Competition	A good amount of hard work and perseverance has been put into your training and it's finally paid off! But don't think it's over just yet, there are more challenging competitions that lie ahead.	X has just won an International Cross-Country Competition. He/she'll never forget the sweet smell of victory while his/her opponents tasted the bittersweet aftertaste of defeat!
Won an International Jumping Competition	A good amount of hard work and perseverance has been put into your training and it's finally paid off! But don't think it's over just yet, there are more challenging competitions that lie ahead.	X has just won an International Jumping competition. He/she'll always remember that winning isn't everything… it's the only thing.
Won an International Racing Competition	You've trained long and hard for this day, it's about time you show the world what you were destined to do!	X has just won an International Racing competition. He/she'll always remember that the path to victory is laden with Simoleons and the remains of your opponents.
Woohoo in a Haystack	Nothing says good country fun like a quick roll in the hay. What a great way to spice up the romantic side of life!	X just woohooed with Y in a haystack! He/she's not sure what he/she'll remember longer—the thrill of being so free in the great outdoors, or the feeling of thousands of pointy pieces of hay pricking at your skin.
X Became Pregnant	It's an exciting feeling knowing that your pet is expecting. It's time to celebrate!	X's pet Y just became pregnant! X will always remember the excitement he/she felt when he/she found out he/she should expect new pets!
X Becomes an Adult	Becoming an adult bears with it new challenges and opportunities that you never encountered as a child. Hold your head high and welcome the slew of new responsibilities!	X has just become an adult! New responsibilities and greater challenges await those who venture into adulthood. He/she'll always remember this joyous milestone in ones lifetime!
X Had a Foal	To be blessed with a foal is something you will always cherish for as long as you live.	X's horse X just had a foal! He/she will never forget how happy he/she was to add another horse to the family!
X Had a Litter	Being blessed with multiple bundles of joy is a feeling that can not be topped!	X's pet X just gave birth to a litter! X will never forget the happiness he/she felt when he/she first saw the new additions to the family!
X Passed Away	X has just passed away. He/she'll always remember the good and the bad times that they've shared together and will remember this day with a heavy heart.	X is in mourning because X died. He/she'll always keep X alive in his/her memory!
X Was Taken by a Social Worker	If a pet can't be taken care of by its owners, the authorities then will have to find someone who can!	X was just taken away by a social worker. X will never forget how horrible he/she felt when his/her pet was taken away.

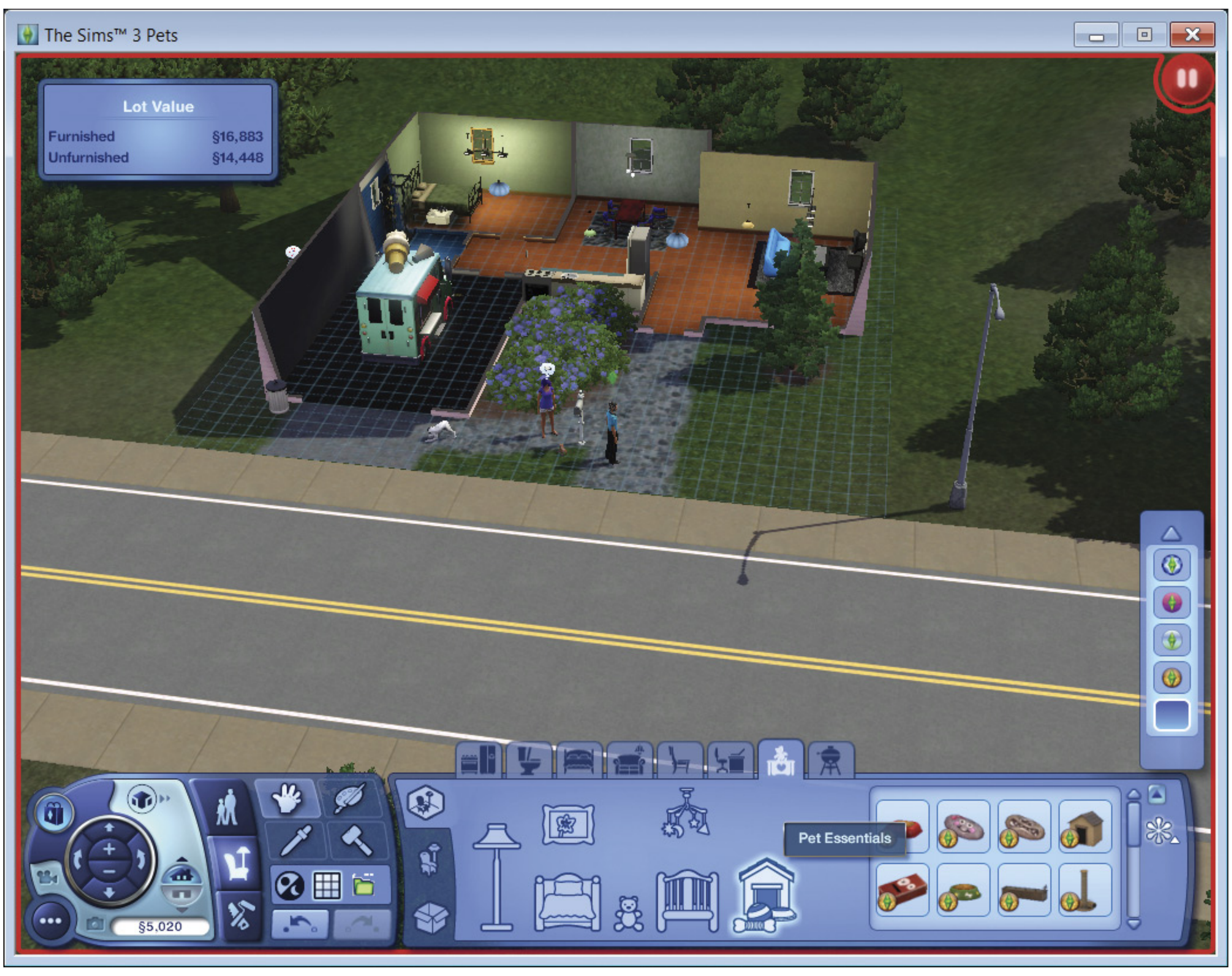
Buy Mode

Buy Mode has been expanded to provide all the implements needed to keep your pets happy and healthy. You'll find toys, beds, training aids, small pet habitats, and all the other accoutrements your pets will need. But pet items aren't the only new objects. Some new household items have been included to complement the ranch-style, horsey feel of Appaloosa Plains. New items have been added throughout the catalog, from toys to cabinets to decor. We list them all for your convenience.

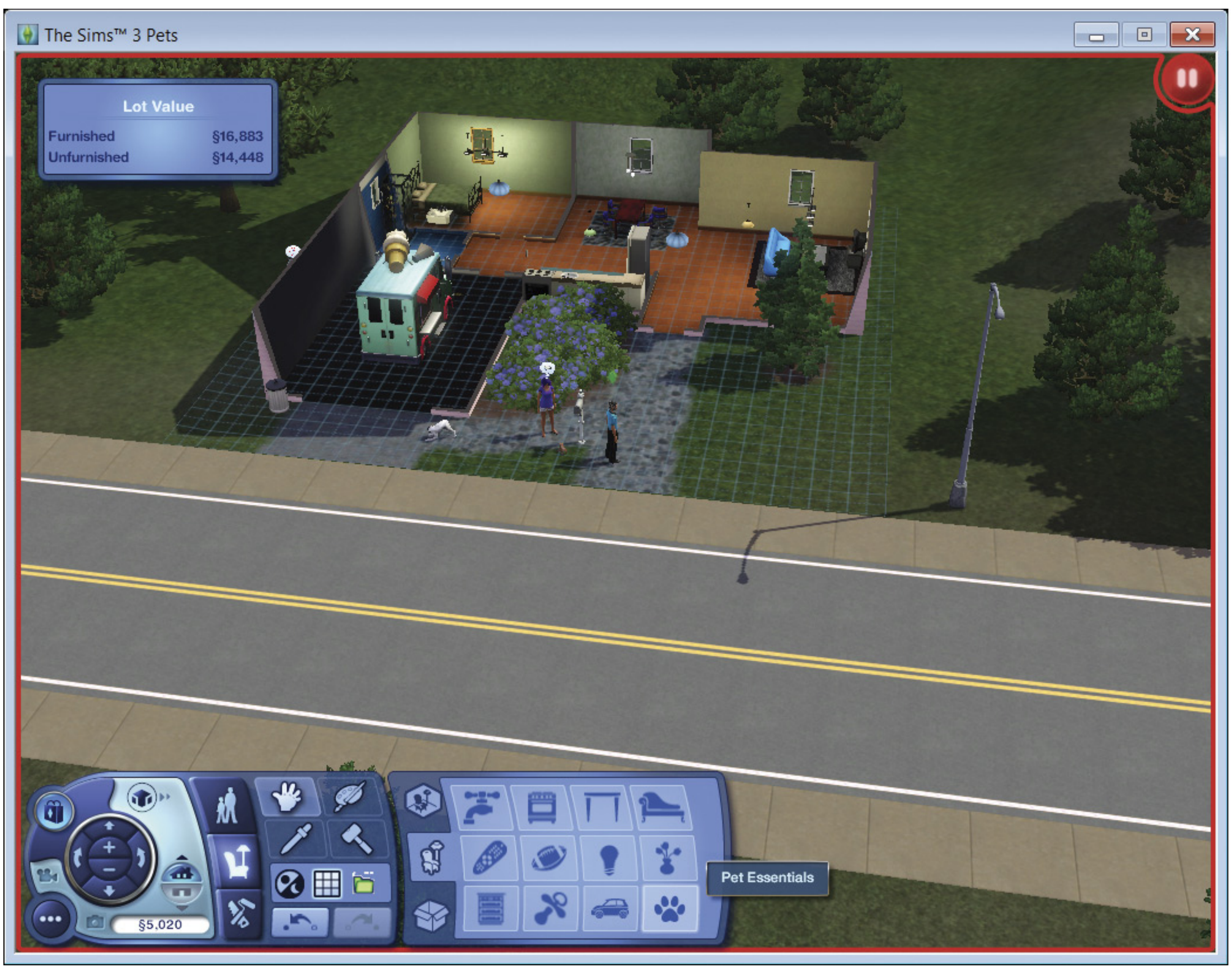
Tip

As always, you can go into Create a Style to customize items to your preferred look.

The Buy Mode catalog sports two new collections. In the Sort by Room tab, under Kid's Room tab, there is a new Pet Essentials icon. The Pet Essentials collection also appears in the Sort by Function tab. This collection is divided into Cat, Dog, Horse, and All tabs, and this collection is the most complete.


The Sims™ 3 Pets
Lot Value
Furnished §16,883
Unfurnished §14,448
Pet Essentials
§5,020

The Pet Essentials collection icon in Sort by Room/Kid's Room

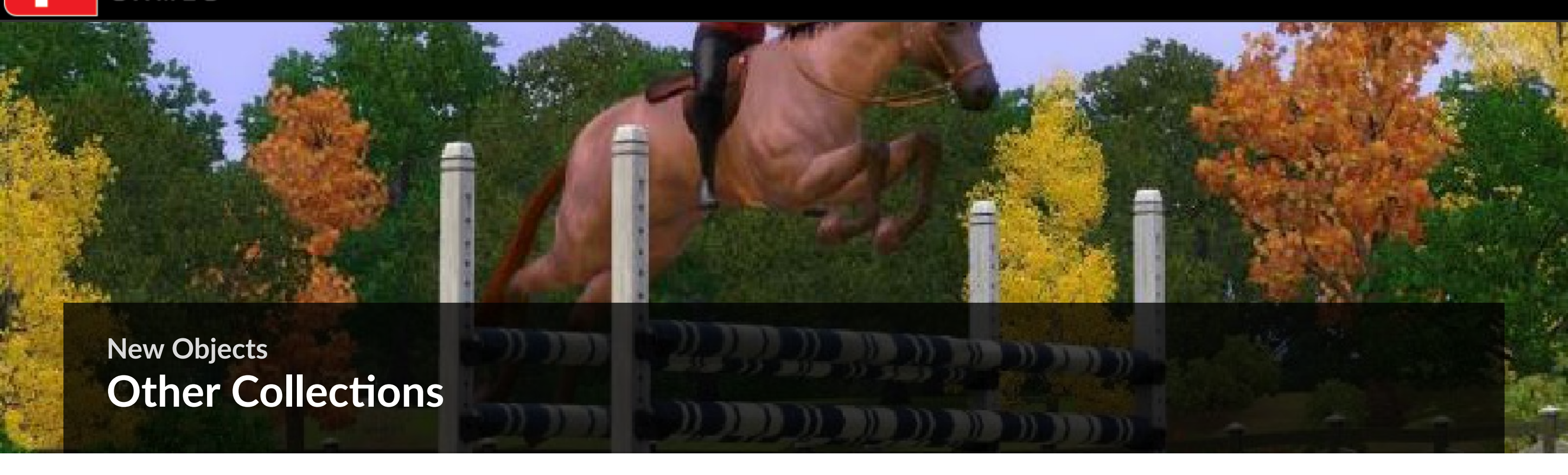

The Sims™ 3 Pets
Lot Value
Furnished §16,883
Unfurnished §14,448
Pet Essentials
§5,020

The Pet Essentials collection icon in Sort by Function

Tip

If you want to see everything imaginable that's pet-related, look in Sort by Function/All tab.

For information on all the possible interactions with these items, see the Horse, Cat, Dog, and Small Animal chapters.



New Objects

Other Collections

Object	Price	Daily Depreciation	Fully Deprec. Value	Effects
Affichage Accoutrement	60	6.0	24.0	Environment: 2
Ranch Flower	475	47.5	190.0	Environment: 4
Old Barley's Lucky Barstool	400	40.0	160.0	Comfort: 2
Rancher's Bed of Dreams	610	61.0	244.0	Energy: 5, Stress Relief: 3, Comfort: 1
Bed of Innocence	900	90.0	360.0	Energy: 5, Stress Relief: 3, Comfort: 1, Environment: 2
Pre-fab Bacon Bed	2000	200.0	800.0	Energy: 6, Stress Relief: 3, Comfort: 2, Environment: 2
The Sturdy Gurdy Bookshelf	465	46.5	186.0	Fun: 2, Environment: 2, Cooking, Handiness, Logic
Don Libro's Bookshelf	730	73.0	292.0	Fun: 4, Environment: 4, Cooking, Handiness, Logic
Modern Cowboy Overhead Cabinets	140	14.0	56.0	Environment: 1
Modern Cowboy Overhead Cabinets	145	14.5	58.0	Environment: 1
Stampede Stopper Garage Door	600	60.0	240.0	
The Disciplinary Lamp	30	3.0	12.0	
The Royal Baker's Ceiling Lamp	95	9.5	38.0	Environment: 1
Miner's Delightful Lamp	115	11.5	46.0	Environment: 1
Trilight	150	15.0	60.0	Environment: 1
The Wheel of Modernity	295	29.5	118.0	Environment: 2
Neko Clock	75	7.5	30.0	Environment: 2
Ranchhand's Bane Coffee Table	100	10.0	40.0	
Modern Cowboy Counters	230	23.0	92.0	Environment: 1
Modern Cowboy Island Counters	235	23.5	94.0	Environment: 1
The It's Got Swagger! Drape Set	200	20.0	80.0	Environment: 2
The Pretentious Desk	300	30.0	120.0	
The Roll-y Poll-y Desk	525	52.5	210.0	
Rustically Elegant Dining Chair	165	16.5	66.0	Comfort: 2
The Puffs-n-Tufts Chair	250	25.0	100.0	Comfort: 1
The Sassy Classy Dining Chair	325	32.5	130.0	Comfort: 2, Environment: 1
Gnome'ikin Dining Table	195	19.5	78.0	
Rustically Elegant Dining Table	285	28.5	114.0	Environment: 1
Silent Bruce's Spruce Dishwasher	500	50.0	200.0	Environment: 1
Ranchero Compactor by SimKing	450	45.0	180.0	
Hot to Trot Dresser	550	55.0	220.0	Environment: 3
Perfect Pedestal End Table	50	5.0	20.0	
The "I Didn't Do It" End Table	160	16.0	64.0	
Cowgirl's End Table	200	20.0	80.0	Environment: 1
The Isosceles Lamp	400	40.0	160.0	Environment: 2
Subterranean Simulation Device	100	10.0	40.0	
Inclusive Pet Bedding	60	6.0	24.0	Environment: 2
Ducky	110	11.0	44.0	Environment: 2
Jeffrey	125	12.5	50.0	Environment: 2
I'm so Fluffy	200	20.0	80.0	Environment: 3
Canine Stray Gnome	100	10.0	40.0	Fun: 2, Environment: 1
Feline Stray Gnome	100	10.0	40.0	Fun: 2, Environment: 1
Wildlife Stray Gnome	100	10.0	40.0	Fun: 2, Environment: 1
Haystack	200	20.0	80.0	
Ranch Sign	365	36.5	146.0	
Rooster Farm Windmill	2130	213.0	852.0	
El Comforto	450	45.0	180.0	Comfort: 2, Environment: 1
Mixed Media Living Chair	1200	120.0	480.0	Comfort: 1, Environment: 3
Leather Bound Mirror	300	30.0	120.0	Fun: 3, Environment: 3, Charisma
Overly Simple Standup Mirror	335	33.5	134.0	Fun: 3, Environment: 4, Charisma
Pet Leash Sculpture	10	1.0	4.0	Environment: 1
2-Shoe	28	2.8	11.2	Environment: 1
2 Buckets in 1	30	3.0	12.0	Environment: 2
Happy Horse Groom's Tote	50	5.0	20.0	Environment: 2
Affichage Accoutrement	60	6.0	24.0	Environment: 2
Coils of Cordage	60	6.0	24.0	Environment: 1
Inclusive Pet Bedding	60	6.0	24.0	Environment: 2
The Old Sawhorse	65	6.5	26.0	Environment: 2
A Whole Horse of a Different Color	75	7.5	30.0	Environment: 2
Simina Pet Chow	75	7.5	30.0	Environment: 2
Arya's Pony	80	8.0	32.0	Environment: 2
Longhorn Wall Ornaments	80	8.0	32.0	Environment: 3
Shade of Gray	80	8.0	32.0	
Merry Maids Milk Barrel	90	9.0	36.0	Environment: 3
The Forgotten Road	95	9.5	38.0	Environment: 3
Round Wagon Wheel	105	10.5	42.0	Environment: 3
Ducky	110	11.0	44.0	Environment: 2
Jeffrey	125	12.5	50.0	Environment: 2
Haystack	200	20.0	80.0	
Historical Landmark	200	20.0	80.0	
I'm so Fluffy	200	20.0	80.0	Environment: 3
Buntington Bridles	275	27.5	110.0	Environment: 3
Ranch Sign	365	36.5	146.0	
...A Fool From Any Direction	415	41.5	166.0	Environment: 4
English Riding Saddle	450	45.0	180.0	Environment: 3
Jessica's Favorite Saddle	450	45.0	180.0	Environment: 3
Racing Horse Saddle	475	47.5	190.0	Environment: 3
Standing Riding Horse	450	45.0	180.0	Environment: 3
A Whole Horse of a Different Color	475	47.5	190.0	Environment: 4
Ranch Flower	475	47.5	190.0	Environment: 4
Meowzers!	500	50.0	200.0	Environment: 4
An Accumulation of Animals	2000	200.0	800.0	Environment: 5
Rooster Farm Windmill	2130	213.0	852.0	
Incinerating Firepit	550	55.0	220.0	Fun: 4, Hunger: 2, Group Activity, Portable
Hanging Outdoors Street Light	260	26.0	104.0	
Libra Lamp	335	33.5	134.0	
Rustic Lounger	900	90.0	360.0	Comfort: 2, Environment: 4
Salty's Flower Barrel	55	5.5	22.0	Environment: 2
Desert Ivy	120	12.0	48.0	Environment: 3
Ranchero Refrigerator by SimKing	1700	170.0	680.0	Hunger: 8, Environment: 4
Follow the Stallion	55	5.5	22.0	
2 Buckets in 1	30	3.0	12.0	Environment: 2
Wayne's Crates	48	4.8	19.2	Environment: 1
The Old Sawhorse	65	6.5	26.0	Environment: 2
Merry Maids Milk Barrel	90	9.0	36.0	Environment: 3
The Forgotten Road	95	9.5	38.0	Environment: 3
Canine Stray Gnome	100	10.0	40.0	Fun: 2, Environment: 1
Feline Stray Gnome	100	10.0	40.0	Fun: 2, Environment: 1
Wildlife Stray Gnome	100	10.0	40.0	Fun: 2, Environment: 1
Horsey Says Nay!	180	18.0	72.0	Environment: 3
Old's Cool Wheelbarrow	180	18.0	72.0	Environment: 3
Historical Landmark	200	20.0	80.0	Environment: 3
Rusty Fred	4800	480.0	1920.0	Environment: 9
English Riding Saddle	450	45.0	180.0	Environment: 3
Jessica's Favorite Saddle	450	45.0	180.0	Environment: 3
Racing Horse Saddle	475	47.5	190.0	Environment: 3
Standing Riding Horse	450	45.0	180.0	Environment: 3
Pet Plates by Tack-EE Inc.	1500	150.0	600.0	Environment: 7
An Accumulation of Animals	2000	200.0	800.0	Environment: 5
The Ele-Gante G-Class Shower	925	92.5	370.0	Hygiene: 9
The Porcelwood Bathtub	2000	200.0	800.0	Hygiene: 7, Stress Relief: 9, Environment: 4
The Flow	450	45.0	180.0	Hygiene: 4, Environment: 2
Wheely Bench	735	73.5	294.0	Comfort: 2, Environment: 2
Bjorn Sofa	800	80.0	320.0	Comfort: 2, Environment: 3
Goth Family Loveseat	1000	100.0	400.0	Comfort: 2, Environment: 3
Stove				
Faux Stove	800	80.0	320.0	Hunger: 6, Cooking
Brass Button Lantern	20	2.0	8.0	
Sarah's Simple Table Lamp	25	2.5	10.0	
Reinforced Personal Stage	625	62.5	250.0	Bladder: 10
Canine Calendar	50	5.0	20.0	Environment: 2
Horsey Calendar	50	5.0	20.0	Environment: 2
Kitty Calendar	50	5.0	20.0	Environment: 2
Rainbows! Lasers! Cat!	50	5.0	20.0	Environment: 2
Three Dog M	70	7.0	28.0	Environment: 2
Grilled Cheese!	75	7.5	30.0	Environment: 3
A Little Bit o'Country	90	9.0	36.0	Environment: 2
Big Eyes, Big Heart	155	15.5	62.0	Environment: 3
Cult Classic Films	180	18.0	72.0	Environment: 3
My Favorite Film	180	18.0	72.0	Environment: 3
Sorcerer's Fiends	250	25.0	100.0	Environment: 3
Sorcerer's Friends	250	25.0	100.0	Environment: 3
Alberta's Lament	330	33.0	132.0	Environment: 4
Small Animals	340	34.0	136.0	Environment: 4
...A Fool From Any Direction	415	41.5	166.0	Environment: 4
Simadonian Snake Skin	600	60.0	240.0	Environment: 5
El Dorado's Destiny	800	80.0	320.0	Environment: 6
Moonset in the West	2000	200.0	800.0	Environment: 8
Le Rustique Lighting	60	6.0	24.0	
Old Timey Replica Lamp	80	8.0	32.0	
Overhanging Wall Lamp	90	9.0	36.0	
Freezer Bunny's Favorite Outdoor Lamp	130	13.0	52.0	
The Serenity Wall Lamp	160	16.0	64.0	Environment: 1

New items have been placed in many existing collections. Here are all the new items featured in The Sims 3: Pets.

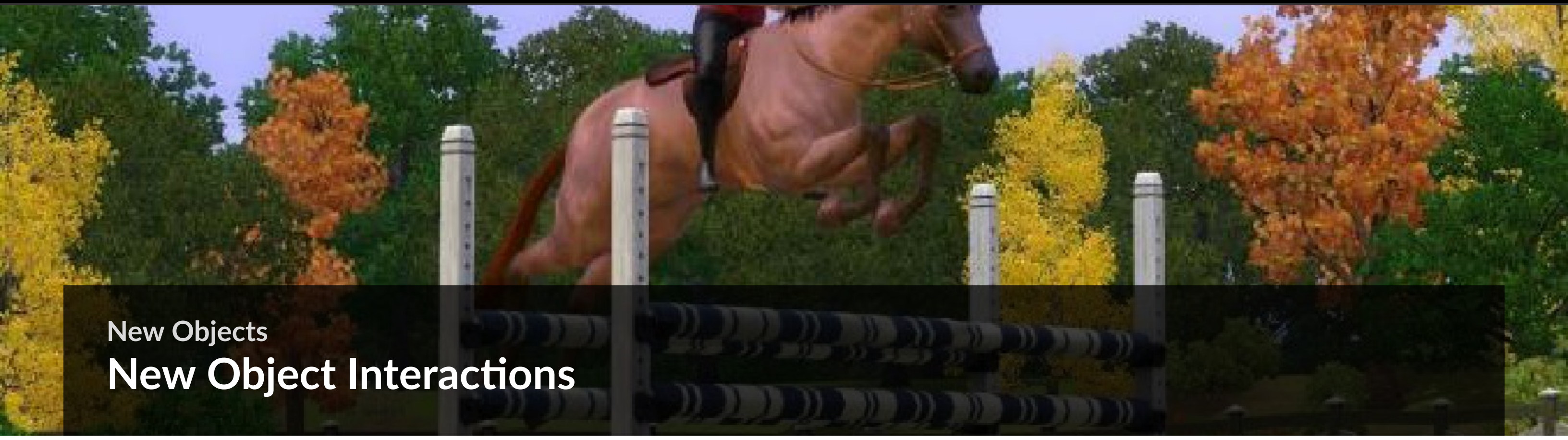
New Objects

Build Mode Objects

A few new plants and trees have been added to Pets. The fall maples are particularly beautiful, although they all help lend a ranch feel to your lot.

New Build Mode

Object	Price	Daily Depreciation	Fully Deprec. Value	Effects
Slippery Elm	195	19.5	78.0	Environment: 3
Cottonwood Tree	200	20.0	80.0	Environment: 2
Yellow Cottonwood Tree	200	20.0	80.0	Environment: 2
White Fir Tree	210	21.0	84.0	Environment: 3
Fall Maple Tree	350	35.0	140.0	Environment: 4
Ornamental Tree	350	35.0	140.0	Environment: 4
Eucalyptus	380	38.0	152.0	Environment: 4
Purple Heather	20	2.0	8.0	
Red Azalea	22	2.2	8.8	
Dry Ranch Weeds	24	2.4	9.6	
Ranch Weeds	24	2.4	9.6	



New Objects

New Object Interactions

The functions of most of these new objects have already been described in their appropriate chapters. But a couple of these have some fun interactions that haven't yet been explained.

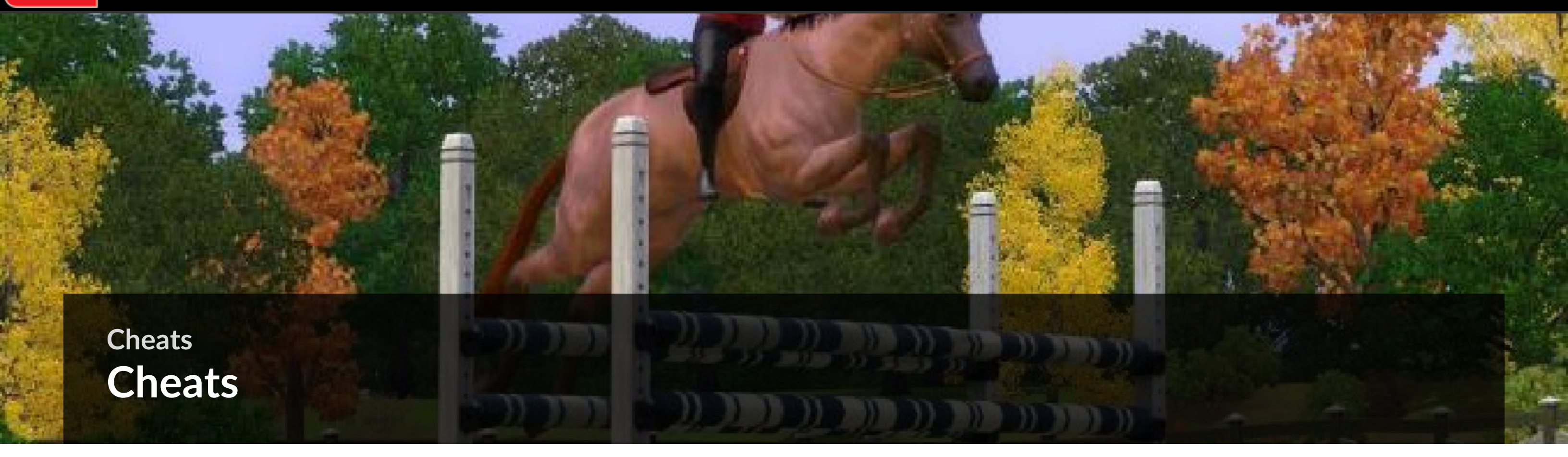
Haystack

The haystack isn't just for horses to nibble on. It's for Sims to have a little fun with. Sims can roll in the hay! Yep, there's a romantic option on the haystack.

If you have Late Night *installed, and your Sim has the Master Romancer Lifetime Wish, the haystack can fulfill one of the five places.*

Gnomes

There are three purchasable gnome statues: Canine Stray Gnome, Feline Stray Gnome, and Wildlife Stray Gnome. Each one either attracts or deters the type of creature represented. This functionality is a toggle. Buy the gnome, place it on your lot, then click it to set it to attract or deter.



Cheats

Below, we've provided some information about the available cheats. But don't think of these cheats as... well... cheating. Think of these as tools that let you tell your story your way. Don't cheat yourself out of the opportunity to use these commands to spice up and personalize your game. To access the command console, press [Shift]+[Control]+C and input the text of the desired command (it appears in the blue bar on the top of the screen). For some cheats to work, you may have to type TestingCheatsEnabled first. Type Help for a list of all the currently available commands. To exit the command console, press [Enter] or [Escape].

Tip

Access the Cheats menu with [Shift]+[Control]+C.

Help

help

help

Various cheats are available, depending on your game update and which expansion packs you have installed. To find out what cheats are available in your game, enter the cheat menu and type help. This lists all the currently available cheats. To find out more information about a specific cheat, type help .

Money Cheats

kaching

motherlode

Kaching adds 1,000 Simoleons to household funds, while Motherlode adds 50,000. The money cheats (kaching and motherlode) are a great way to skip some of the initial struggle. Sure, some young families have to work hard and scrimp to get by, but that's not the only option. I could pretend to be poor... ahem... but perhaps I'd rather pretend to be rich! Filthy stinking rich! Maybe I want a mansion with a moat, and a fast sports car, and a fat roll of cash to flash. Or maybe I just want to make some really neat houses, or focus on a skill, and I don't want to have to wait for my Sim to amass enough money the old-fashioned way.

There are lots of "valid" reasons for extra cash to come someone's way. I like to think that many of my Sims have trust funds or made a killing in tech stocks. A big cash infusion could be an inheritance or lottery winnings. Smaller cash infusions are similarly explainable. Perhaps your Sim took an advance on a credit card, won a door prize, or did a job under the table. Criminal Sims have obvious explanations for unearned cash, but anyone could have done a little extra side work or taken on an extra project.

Obviously, if you choose a Lifetime Wish that involves cash, such as Swimming In Cash or Life of Luxury, then use money cheats to reach that goal, you're just pushing the "I Win" button. You can cheat at solitaire too but... why? But if you have a story to tell, there's no reason to let money, or the lack thereof, stand in your way.

Real Estate Cheats

freeRealEstate

The freeRealEstate cheat is especially useful if you're editing your town and don't want to be constrained to only a few small houses when placing your pre-made Sim neighbors. You may not even plan to actively play those Sims; they're just window dressing. So why not put them wherever you like?

Reset

resetSim's last name

In any computer game, glitches can happen. If your Sim ever gets stuck somewhere, don't panic. You might not have to lose your progress since your last save. Try ResetSim to reset your Sim back to their home lot.

Frame Rate

framerate on/off

If you wonder how well your computer is rendering the game, you can turn on the frame rate counter with framerate on. When the little numbers on the right become annoying, you can turn it back off with framerate off.

Joke Please

jokePlease

Prints a random joke to the console.

Move Objects

moveObjects [on|off]

Removes footprint limitation for all object placement in Buy Mode and Build Mode. Removes limitations placed on hand tool for when objects are in use or for objects that normally are not movable. Is known to cause issues with game elements, routing, hidden object generation and manipulation, etc. Note that using this cheat allows you to move and delete objects that normally cannot be manipulated such as Sims. If you delete these objects, there is no way to get them back, so be careful!

Constrain Floor Elevation

constrainFloorElevation [true|false]

Allows all terrain adjustments regardless of objects, Sims, and other structures on them. Walls, floors, and objects will move with the terrain, allowing you to create sloped walls and floored hills. However, placing new walls/floors will still flatten terrain, and placing objects will still require the terrain to be flat initially if the objects normally require it.

Disable Snapping to Slots

disableSnappingToSlotsOnAlt [on|off]

When on, objects will not snap to slots while holding ALT. Useful for placing objects such as chairs near tables without them snapping, or placing counters near other counters, etc.

Headline Effects

hideHeadlineEffects [on|off]

Hides all Sim overhead effects such as thought balloons and speech balloons.

Fade Objects

fadeObjects [on|off]

Toggles whether objects fade when the camera gets close to them. Does not apply to Sims.

Slow Motion

slowMotionViz

Puts the visuals of the game in slow motion. Entering a "level" value is optional. Valid values range from 0 = normal speed to 8 = slowest.

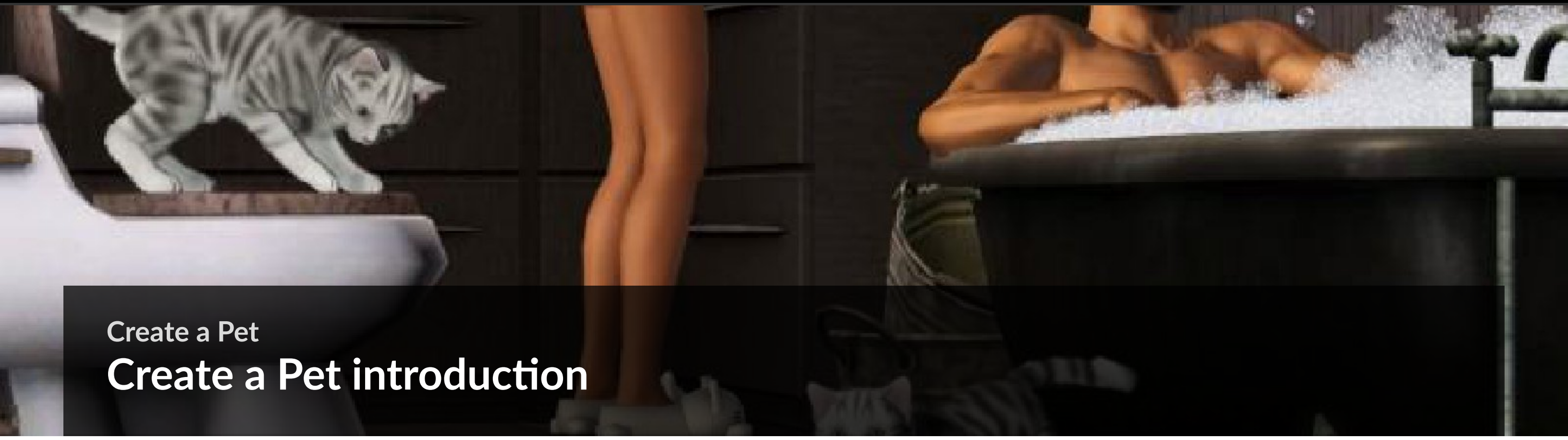
Unlock Outfits

unlockOutfits [on|off]

Includes career outfits and service Sim outfits as options in Create a Sim. The cheat must be entered before going into CAS.

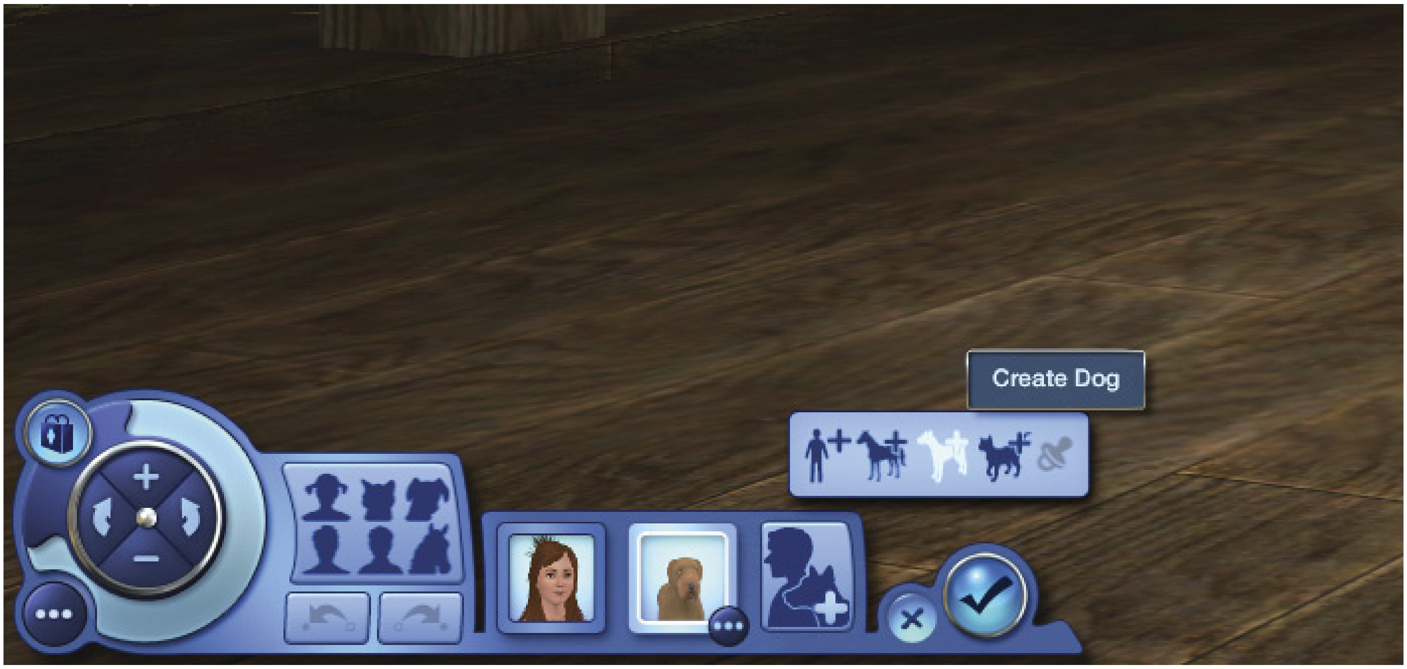
Enable Llamas

EnableLlamas [on|off]



Create a Pet

Create a Pet introduction

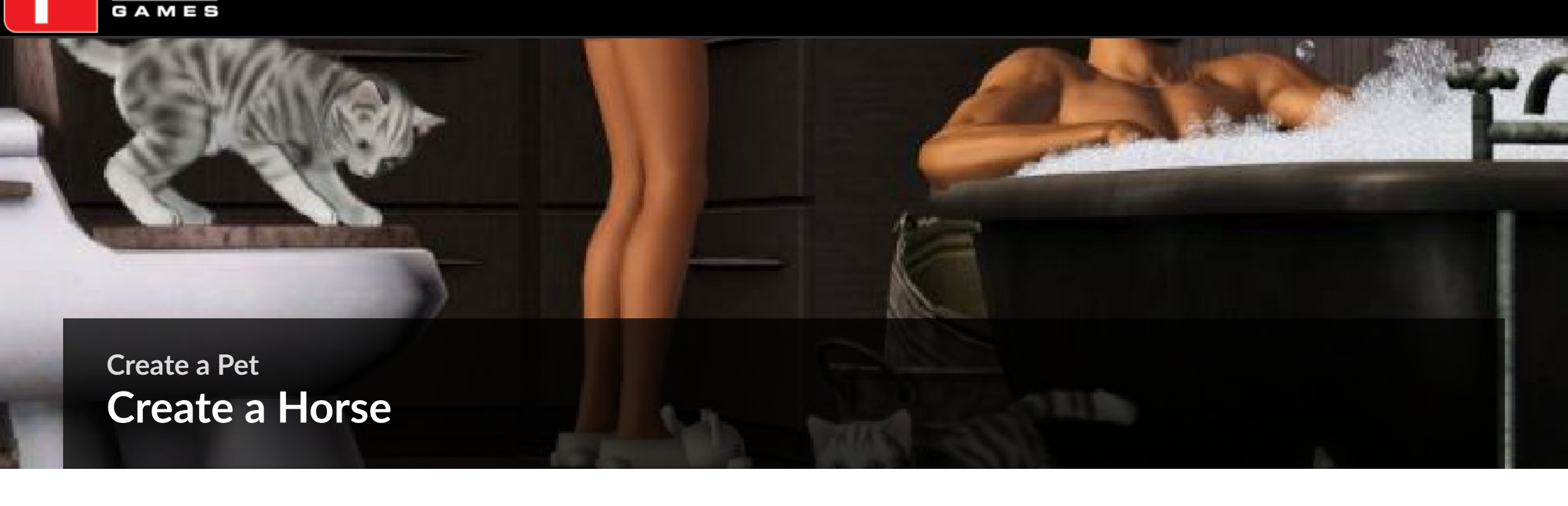


Although established Sim households can gain pets through adoption or by taming wild animals, the most obvious way to gain a household pet is to create one. And you probably want to check out the new town of Appaloosa Plains anyway! It's much more pet-friendly than other towns, with room to roam, ride, and ramble. And there are new traits to be explored, so let's start out by making a whole new household in Appaloosa Plains.

When you go into Create a Household, you'll see that the Add a Sim button has changed to Add a Sim or Pet. However, the first household member must be a Sim. Pets can't live in a household by themselves; they need at least one Sim to take care of them. Pets also need at least one Sim to shower with love and affection... and an occasional hairball.

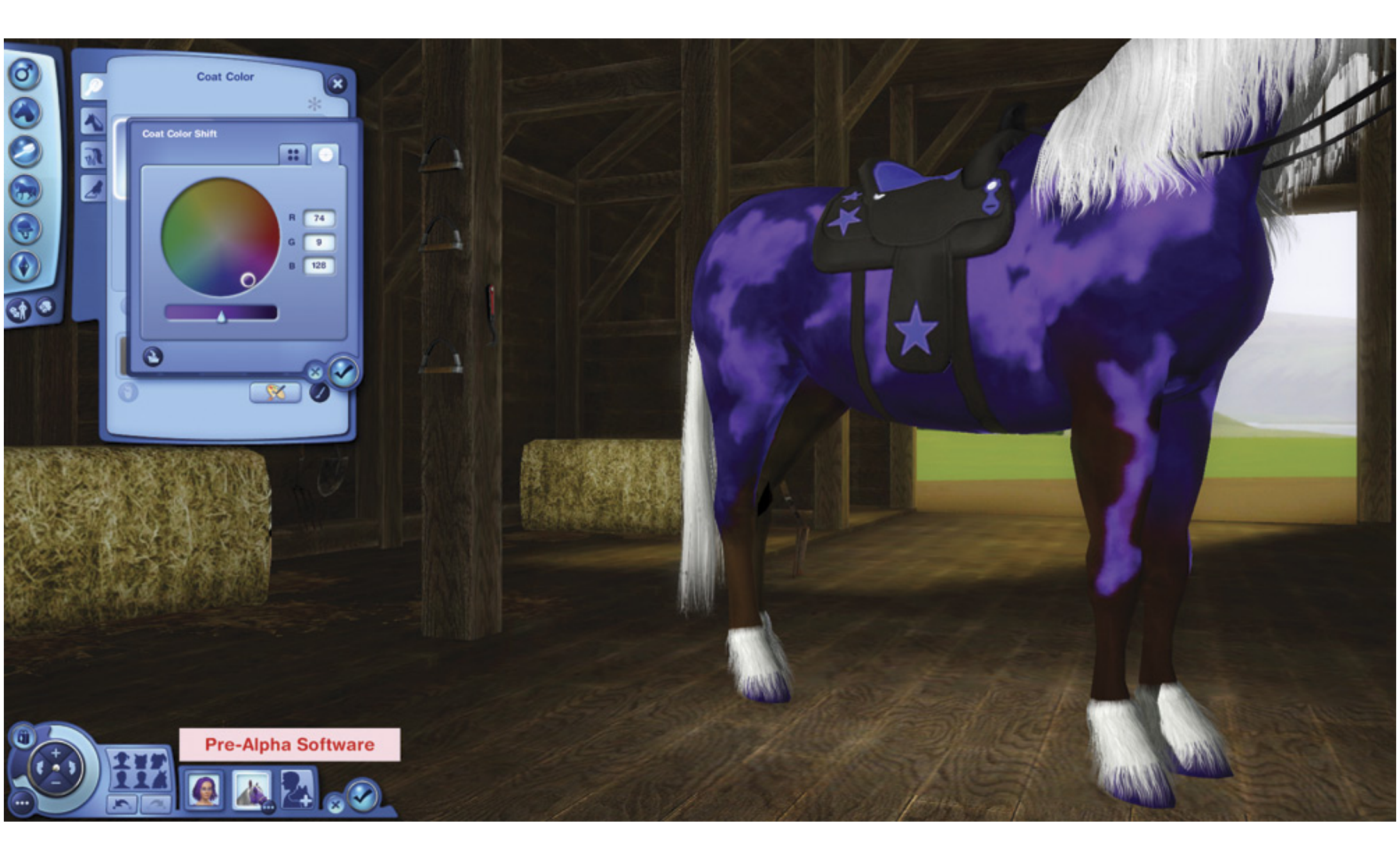
Now you can choose to create a Sim, horse, dog, or cat. The last button (grayed out in the image) is the Play with Genetics button.

You cannot have just pets in a household. There must always be at least one Sim to feed and care for them. So in Create a Sim, you must make or add one Sim before you can start making pets. And if you are splitting a household in the Edit Town menu, you cannot split a household so that only pets remain in it. You'll get a message asking you to choose a house with a family to take care of the pets.



Create a Pet

Create a Horse



Horses are first so we'll start there. Besides, horses are about the coolest pet ever. For most people, keeping a horse is only a dream. But in Appaloosa Plains, with its wide open space, and lots of horse amenities, it's easy to become part of the horsey set. Whether you just want to ride a horse sometimes for pleasure, or you plan to raise, train, and breed a stableful of racehorses, you're about to have a blast.

Tip

Horses gain and lose traits depending on how they have been trained and cared for. Horses are amazingly fun and rewarding pets, but to make the most of their skills, you need to be prepared to give them lots of care and attention. They also need a lot of room. Buy a house with a large yard, and be prepared to spend a lot of time tending and exercising your horses if you want to have a stable you can be proud of.

Basics

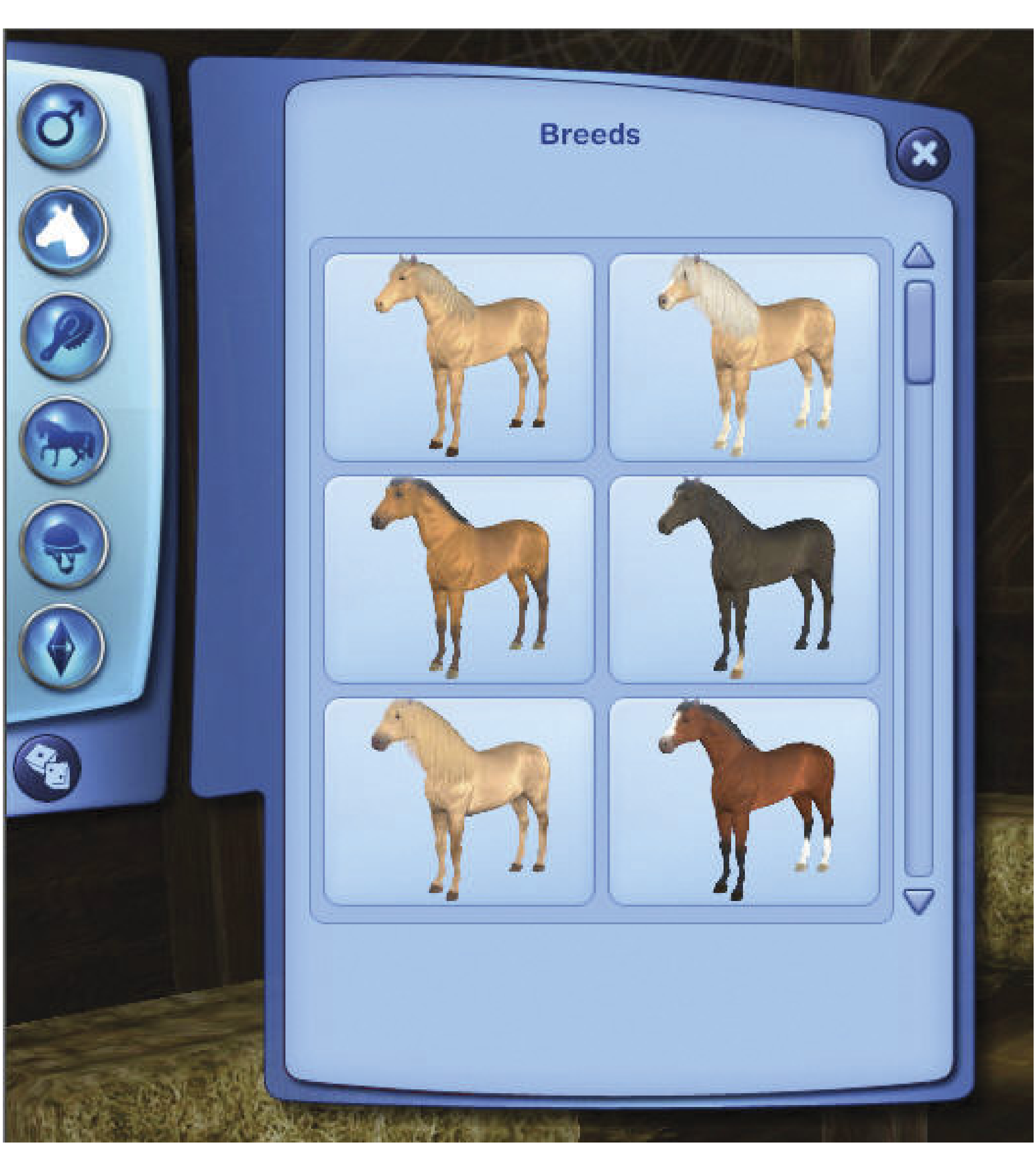
When you choose Create a Horse, you're taken to the stable, which is the equine version of a dressing room. Here you see a variety of tabs, roughly analogous to the tabs for creating a Sim.

The first tab is Basics. Name your horse, choose the gender, and select the starting age.

Note

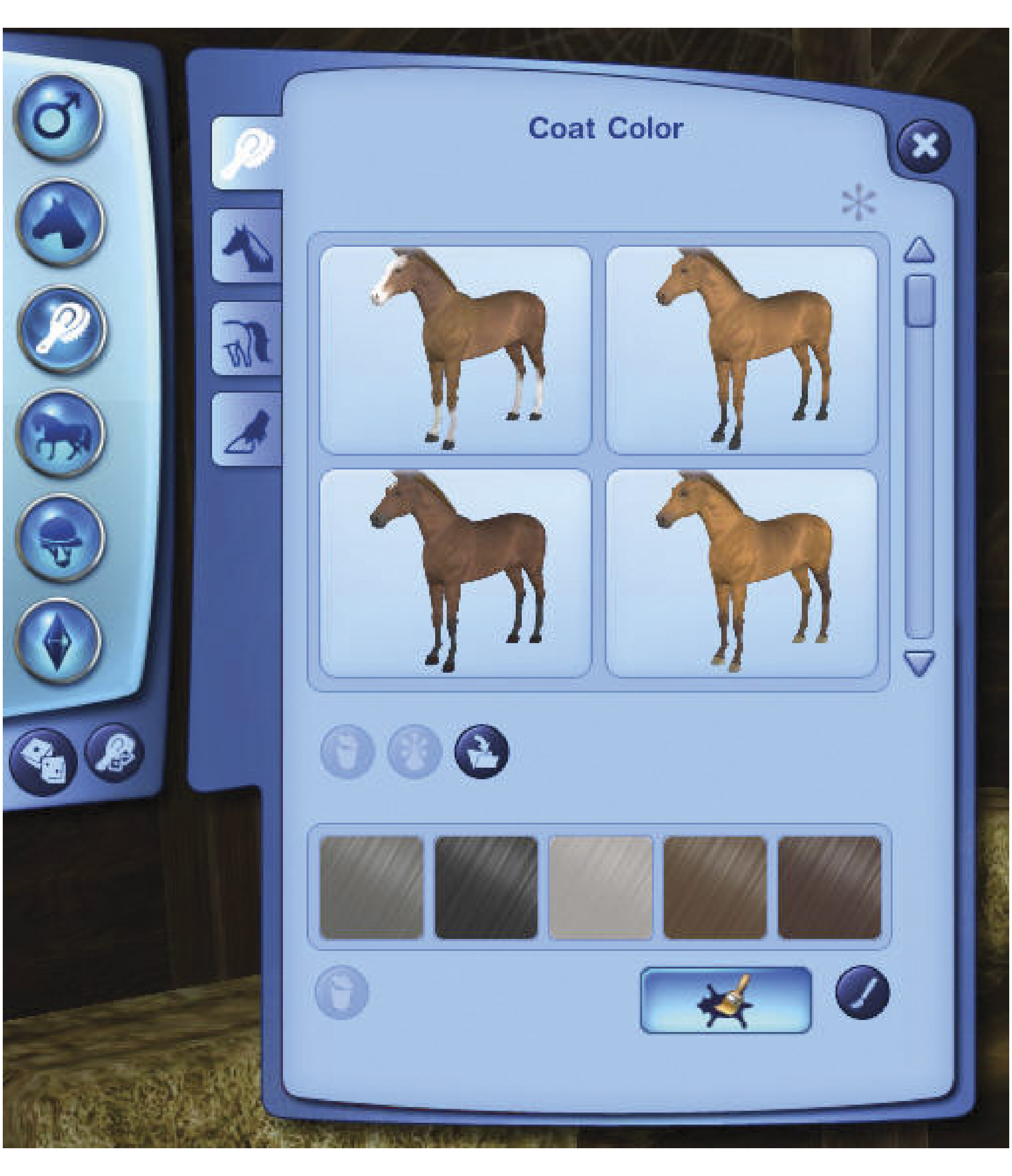
You cannot create baby animals. Your only choices are adult or elder.

Breeds



The next button is Breeds. Choose your horse's breed from a variety of options.

Coat Color



The next button is Coat, and the first tab of that is Coat Color. Coat color lets you easily choose coat colors with simple modification.

Click the Paintbrush icon to the right of the Advanced mode icon to Change Color. You can shift the color by choosing from a list of colors, or use the color wheel to dial in the color of your choice.

Advanced Mode

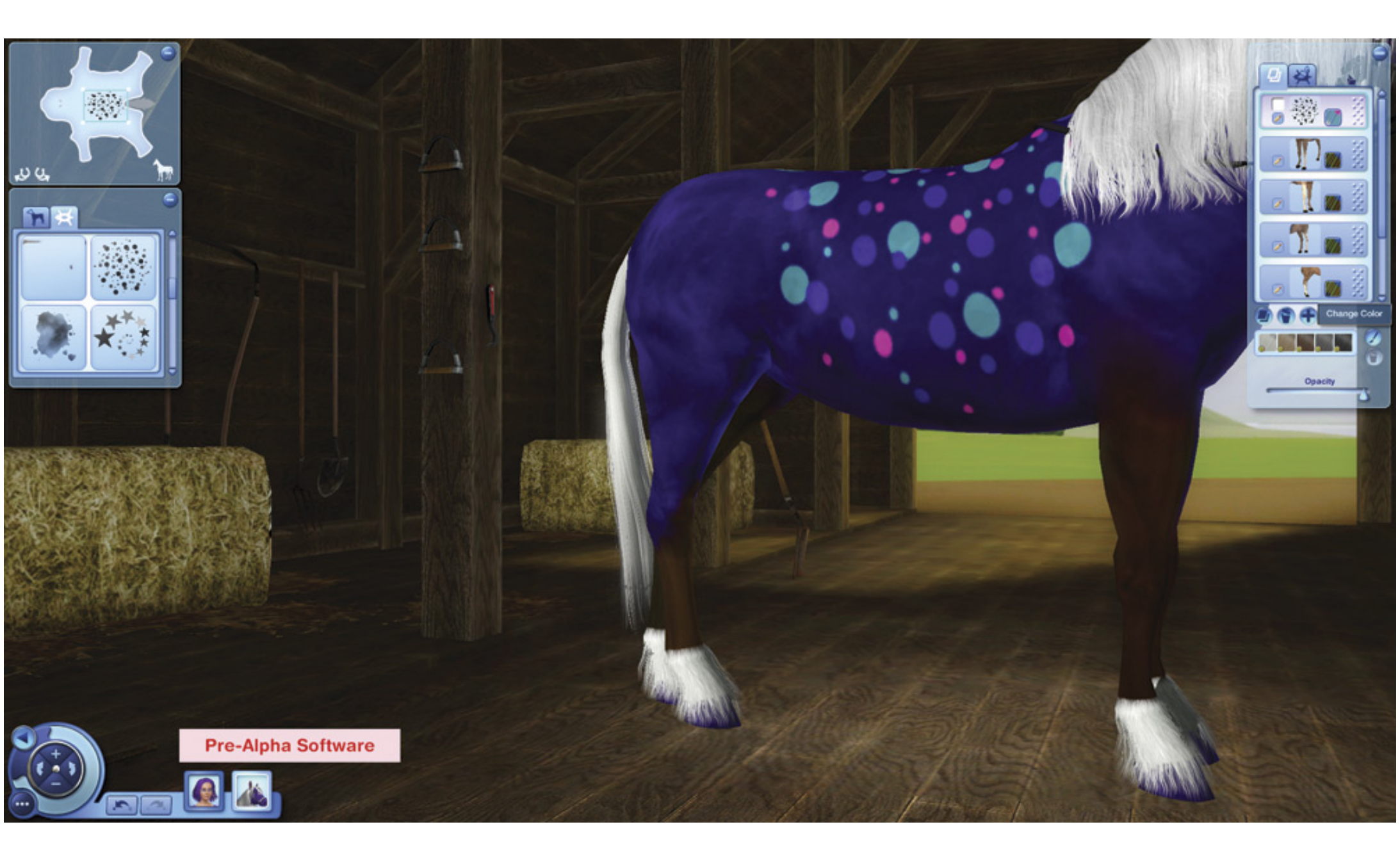
Click the Advanced Mode button for an astounding variety of choices to individualize your horse.

Before you start individualizing, look to the right of the screen, and click on the plus-shaped icon to add another layer. Each layer lets you add a certain style or pattern to the horse's coat. Keep adding layers to put one effect over another. As you can see below, you can customize a variety of the horse's body parts separately, and for each new customization, you need to add another layer, or else change the exisiting layer. With these tools, you can make your horse look just like you imagine.

In the Regions tab, each shaded area can be customized separately.

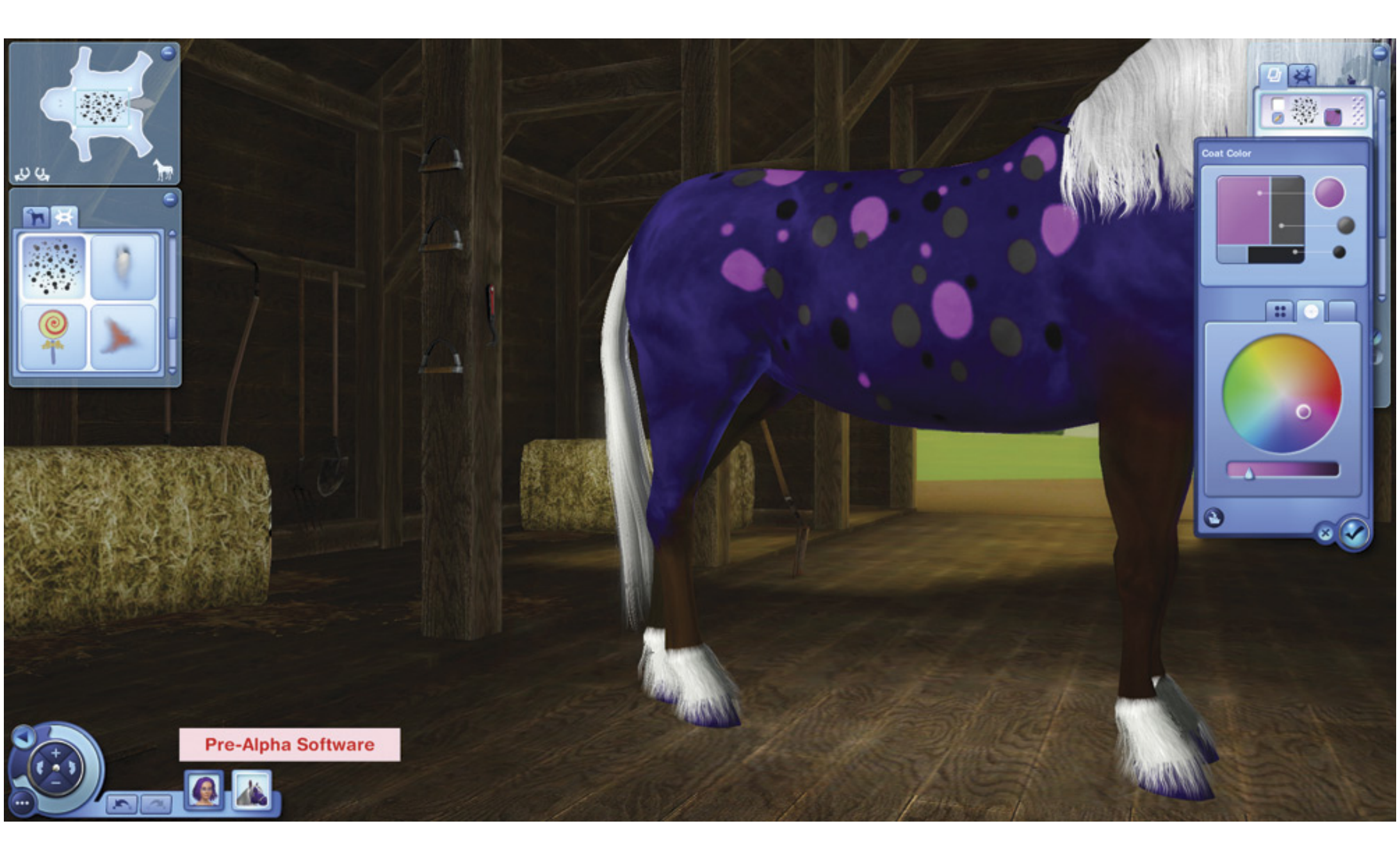
Click over to the Markings tab and you can view your horse's hide in an overview. And choose from a variety of marking patterns. Find everything from spots to stripes to butterflies to hearts to spiral stars... and more!

Each marking pattern can be moved around on the hide layout. You also can grab the outlines of the marking pattern and stretch, shrink, or rotate it as you like.

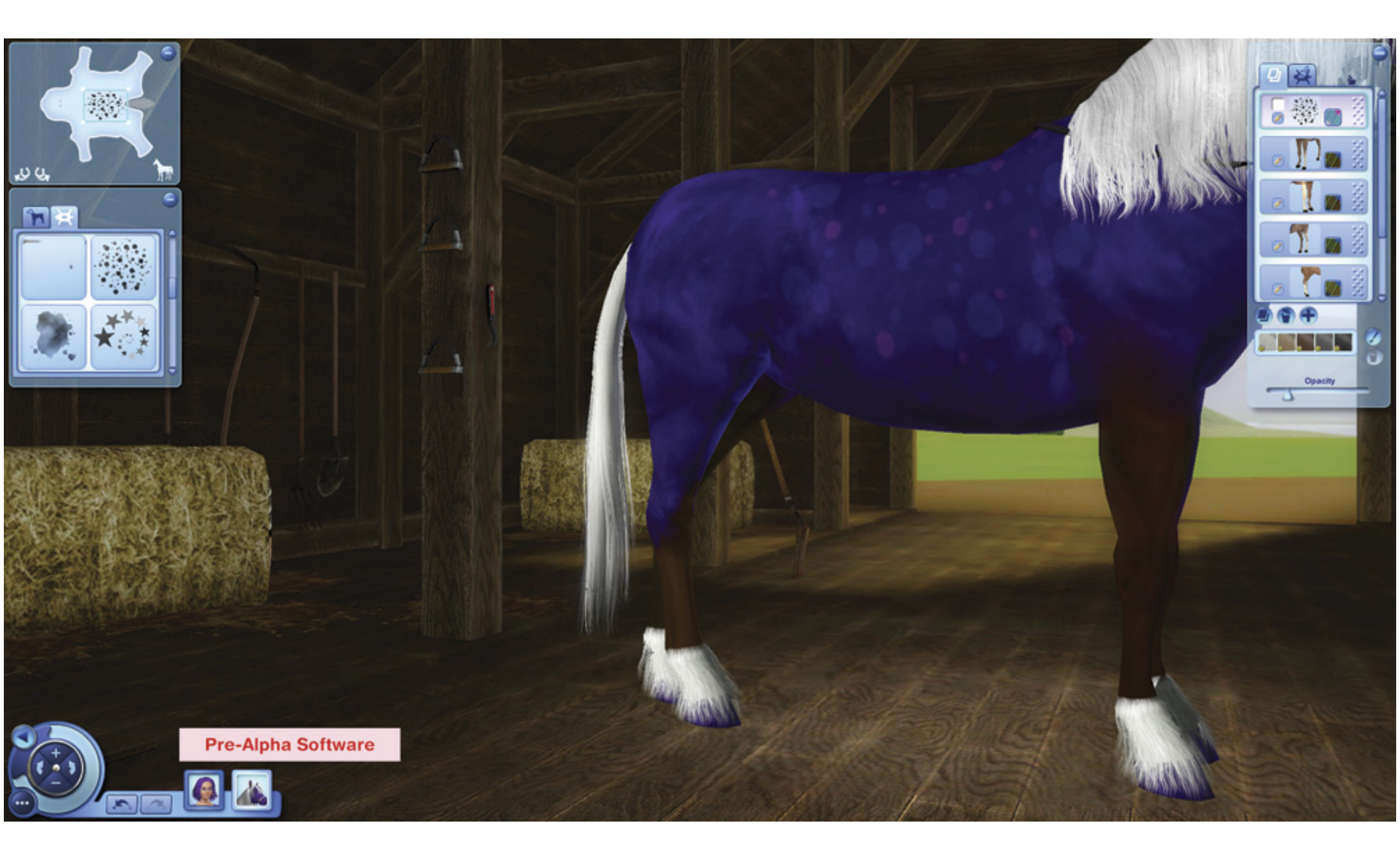


Click on the Paintbrush icon on the layers panel on the screen's right to get to the familiar Create a Style window.

Where you can change each color component of the pattern, by using either preset colors or the color wheel.



The opacity slider allows you to take the marking from barely visible...



...To vibrant!

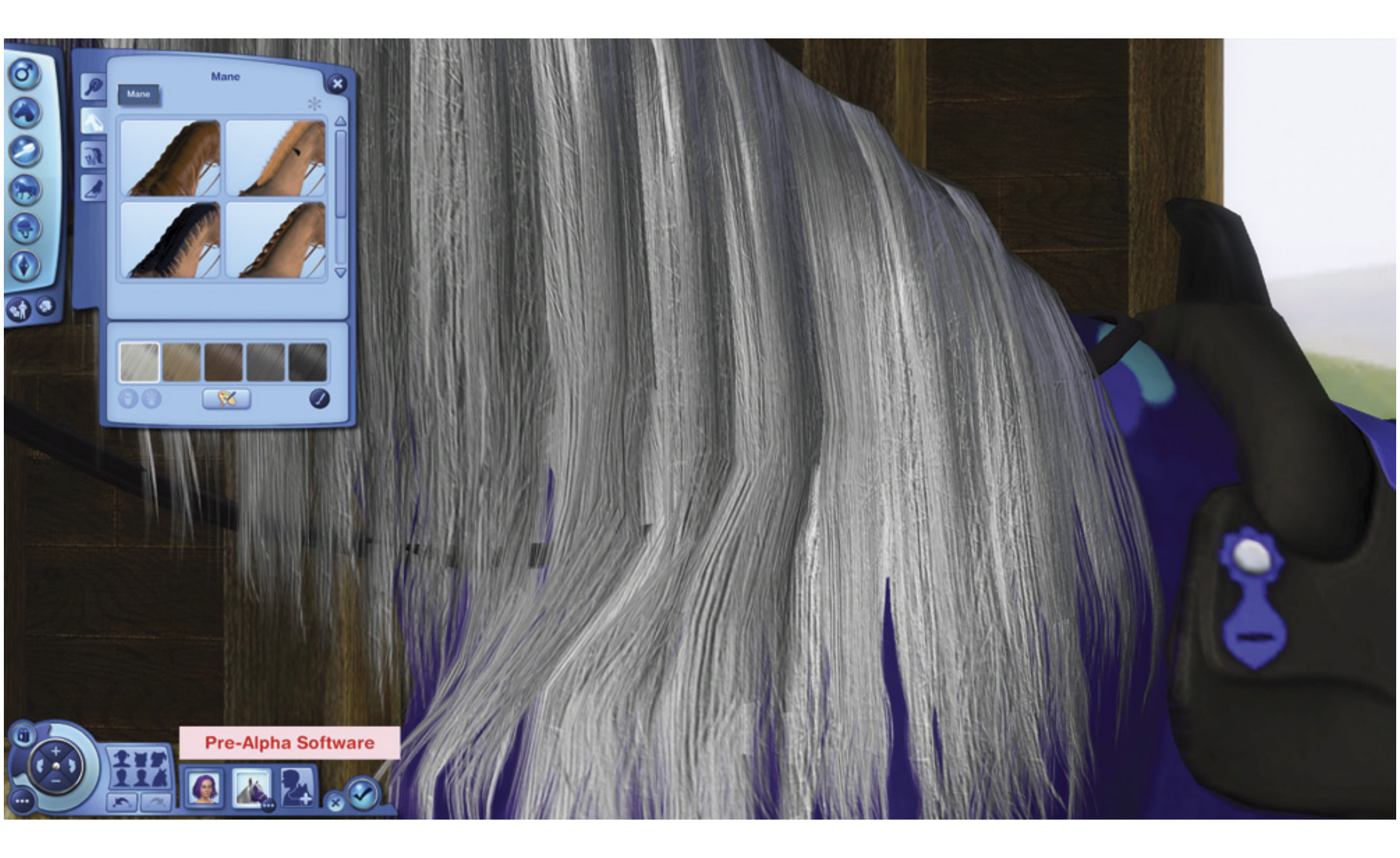
Once you have it just as you like it, you can copy the layer, delete it, or add another layer.

Tip

Keep adding layers to create totally custom designs. Each layer can be another marking or region, and each can be individually colored.

Whenever you've finished customizing in Advanced mode, just click the Basic mode button to return.

Mane, Tail, and Feathering



Next you can customize the mane. Choose long, short, cropped, or braided.

Select your tail style.

And adjust the feathering, from sleek to beer wagon–wannabe.

Tip

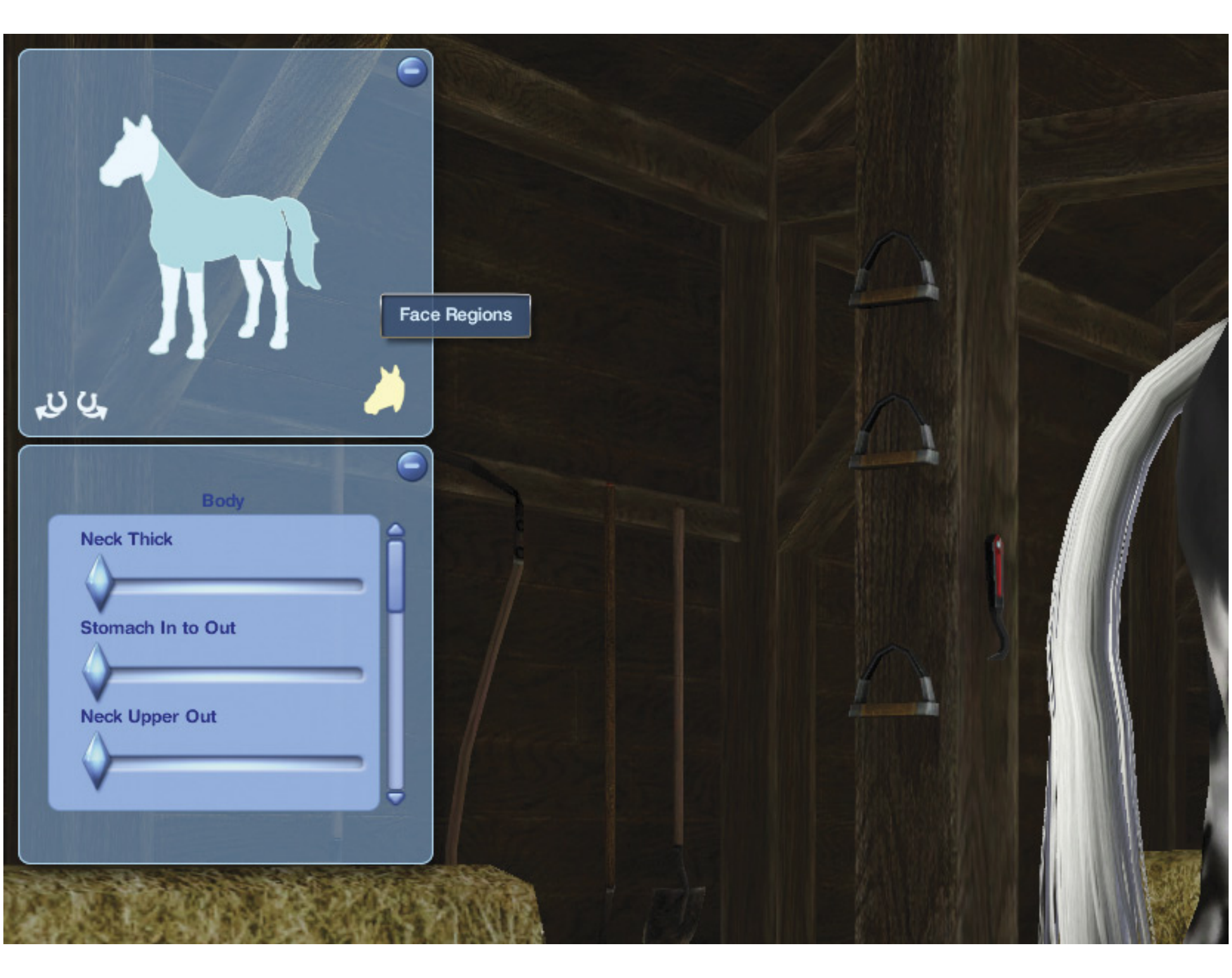
For all the above choices, feel free to go wild with color too.

Shape

The Shape Button offers a similar plethora of options to modify the physical features of the pets - Full Body, Body, Head, Eyes, Snout, Ears.

Advanced Mode

Once again, from the Shape button you can click into Advanced mode to further customize each element individually. There are two modes here: body and face.

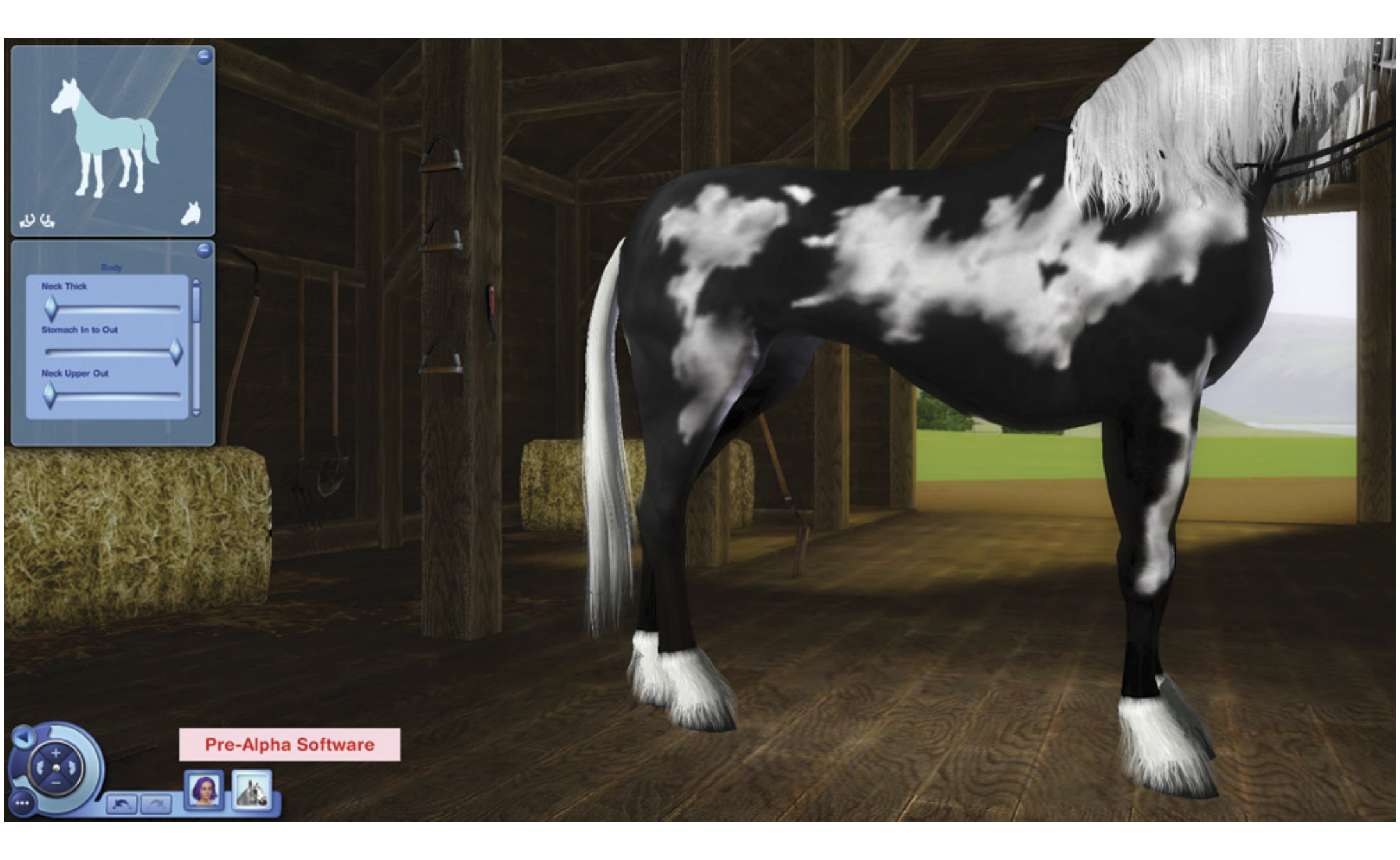


If you're in Body mode, click the Face Regions icon on the bottom right to switch to Face mode and vice versa.

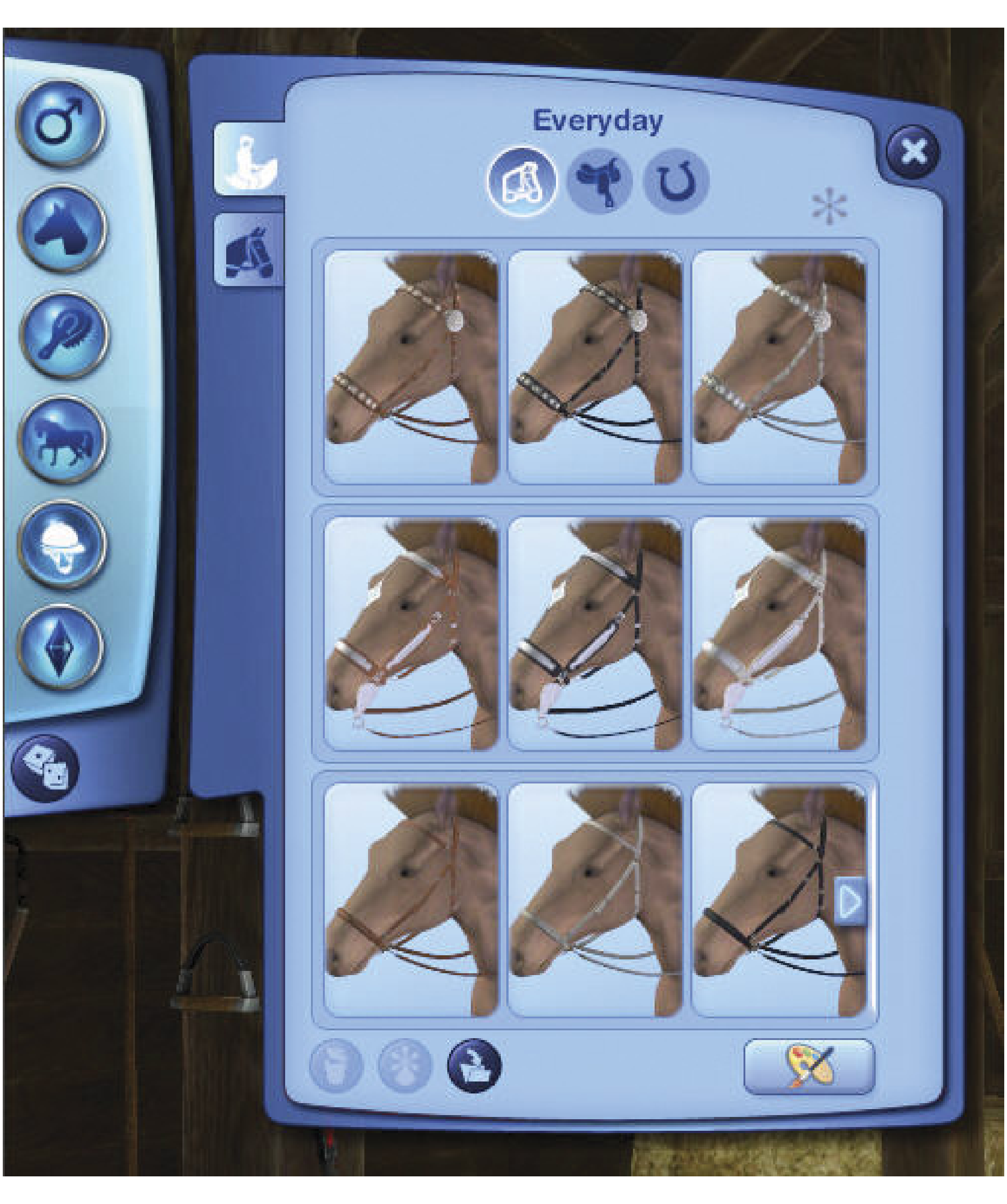
Tip

If you were editing a facial feature when you clicked Advanced mode, you'll be taken to the Face Regions section. If you were editing a body part when you clicked Advanced, you'll be taken to the Body section.

Sliders let you make multiple adjustments to different aspects of each feature. Change your horse's eye color too! Either make both eyes the same color, or two different colors. Within the Body tab, you can alter aspects of the overall shape of the head, body, and legs.



Accessories

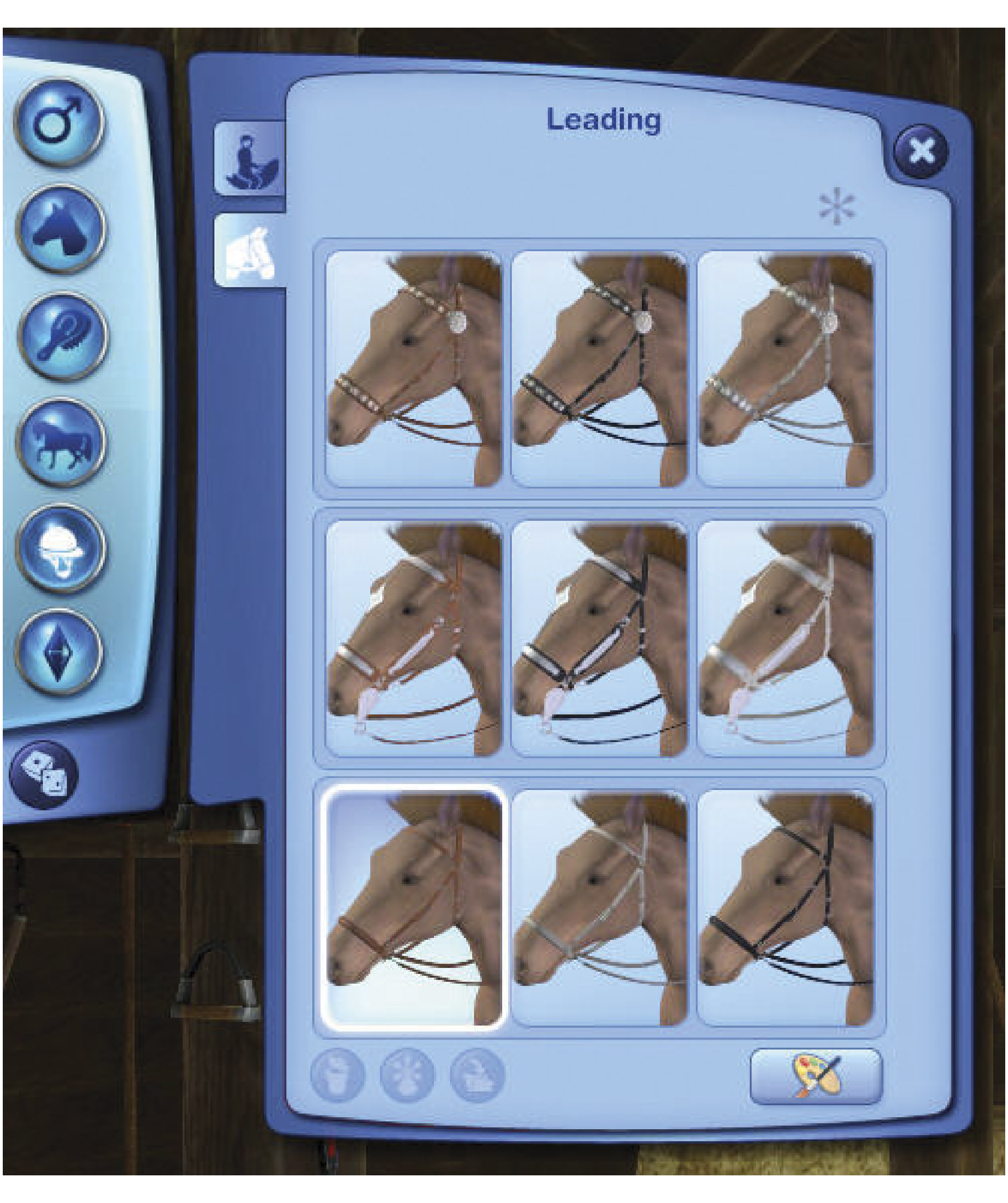


The Accessories button encompasses both riding and leading gear. Within the Riding tab, you can choose bridles, saddles, and accessories.

Bridles come in several types.

Saddles range from Western style to jumping to racing.

Accessories include breast collars and blanket options to make your horse stylish—just in case the pink and purple polkadotted coat pattern didn't get you there.



The Leading tab has a few choices for how your horse is outfitted when being led.

And, as always, feel free to enter Create a Style to make each accessory as outlandish as you desire.

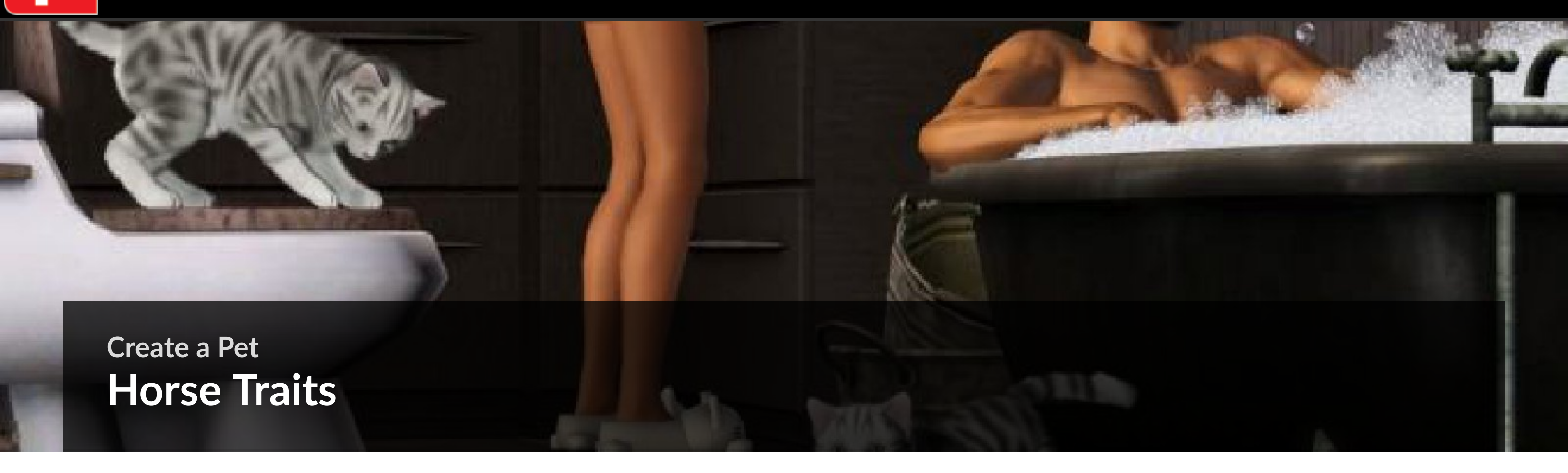
Personality

Finally we come to what is arguably the most important aspect: Your horse's temperment. What sort of horse do you want to raise and ride? Do you plan to compete in show jumping? Do you dream of having a prizewinning racehorse? Think about the sort of life you want for your horses when you choose their traits.

One of the most exciting new aspects of Pets is the ability for your Sim's training and reinforcement to actually change the traits of the pet. See the New Simology for more detail, but suffice to say that the traits you choose here are just the starting point.

Caution

Active horses require lots of exercise! Be prepared to commit to exercising your horse regularly, especially if you choose Fast or Agile traits.



Create a Pet

Horse Traits

Aggressive

Description: Aggressive pets aren't inherently mean, they usually just have a bad attitude when interacting with other pets. A bad attitude that usually leads to fights that is...

Benefits: Aggressive horses are less likely to be startled by fights or other pets' behavior.

Shortcomings: More likely to fight other pets.

Unique Features: Opposing reinforceable trait is Friendly.

Agile

Description: Agile horses are nimble, strong, and love to jump. They make awesome Show Jumping competitors but get bored if they don't stay active.

Benefits: Agile horses learn the Jumping skill faster and do better at Show Jumping and Cross-Country competitions.

Shortcomings: Agile horses need more exercise.

Unique Features: Opposing reinforceable trait is Hates Jumping.

Brave

Description: Brave horses have an extra helping of courage to help them deal with the chaos of sprinklers, fireworks, burglar alarms, and other terror-inducing everyday objects.

Benefits: Brave horses are less likely to be startled, and their Spooked! and Panicked! moodlets are shorter. Brave horses gain relationship with Brave Sims faster.

Shortcomings: None.

Unique Features: Opposing reinforceable trait is Nervous.

Clueless

Description: Clueless pets tend to forget what they're doing and are easily distracted. They don't learn skills and traits too quickly, but they do get along well with Absent-Minded Sims.

Benefits: Clueless pets gain relationship faster with Absent-Minded and Easily Impressed Sims, and other Clueless pets.

Shortcomings: Tend to forget what they're doing, stand still, and stare vacantly.

Unique Features: This trait is not reinforceable.

Fast

Description: Fast horses are the speed demons of the animal kingdom. They love to gallop and have a natural talent for racing, but they need plenty of exercise to stay satisfied.

Benefits: Fast horses learn Racing skill appreciably faster. They're also more likely to autonomously Gallop Around.

Shortcomings: Need more exercise.

Unique Features: Opposing reinforceable trait is Lazy.

Friendly

Description: Pets with the Friendly trait not only get along better with other pets, but they'll usually have better relationships with their Sims as well.

Benefits: Friendly horses build relationships with both Sims and other pets faster.

Shortcomings: None.

Unique Features: Opposing reinforceable trait is Aggressive.

Genius

Description: Genius pets are always thinking on their paws (or hooves). They learn skills and new traits quickly and get along well with other Genius pets and Sims.

Benefits: Genius horses gain skills and traits faster. They also build relationship faster with other Genius Sims and Pets.

Shortcomings: None.

Unique Features: This trait is not reinforceable.

Hates Jumping

Description: Some horses prefer to keep their hooves on the ground. When a horse hates jumping, it will refuse to jump more often and do worse at Show Jumping and Cross-Country competitions. It may even take its anger out on your shiny new jump training obstacles!

Benefits: Horses who Hate Jumping need less exercise.

Shortcomings: Will do poorly at jump competitions. May kick down jump obstacles.

Unique Features: Opposing reinforceable trait is Agile.

Lazy

Description: Lazy pets just love to lie down or stay in one place as they get tired easily.

Benefits: Lazy horses need less exercise.

Shortcomings: Has a small score penalty on Racing and Cross-Country competitions. May autonomously switch from a gallop to a walk.

Unique Features: Opposing reinforceable trait is Fast.

Neat

Description: Neat Pets are naturally clean and love to be bathed.

Benefits: Neat horses won't eat harvestables from your garden.

Shortcomings: None.

Unique Features: Opposing reinforceable trait is Piggy.

Nervous

Description: Nervous horses see danger everywhere and can be startled by the most insignificant things. They tend to get along well with Neurotic Sims, who have the same problems.

Benefits: Gain relationship faster with Neurotic Sims.

Shortcomings: More likely to be startled, and lose more mood from Spooked! or Panicked! moodlets.

Unique Features: Opposing reinforceable trait is Brave.

Noisy

Description: Noisy pets are very vocal and provide a special accompaniment when Sims are playing instruments.

Benefits: Noisy horses will tap their hoof in time with instruments being played.

Shortcomings: Noisy horses whinny more often.

Unique Features: Opposing reinforceable trait is Quiet.

Obedient

Description: Obedient horses are more willing to do what a Sim wants than other horses. They'll usually go along with a Sim's wishes, even if they don't know that Sim very well.

Benefits: Obedient horse never kick Sims, and rarely throw them. They accept most socials and gain relationship faster with Friendly and Good Sims.

Shortcomings: None.

Unique Features: Opposing reinforceable trait is Ornery.

Ornery

Description: Ornery horses are stubborn and don't deal well with Sims. They don't like to be approached by Sims they don't know—or even Sims they do know, for that matter.

Benefits: Ornery horses gain relationship faster with Mean and Evil Sims.

Shortcomings: More likely to kick, buck off riders, and reject socials.

Unique Features: Opposing reinforceable trait is Obedient.

Piggy

Description: Piggy pets are voracious eaters who don't mind munching garbage or drinking from the toilet.

Benefits: Piggy horses don't mind being dirty, and won't refuse to enter a dirty box stall.

Shortcomings: Much more likely to eat plants from your garden or beg for harvestables.

Unique Features: Opposing reinforceable trait is Neat.

Playful

Description: Playful pets always want to have fun and have a happy-go-lucky attitude.

Benefits: Playful horses are more likely to autonomously play with the Horse Ball or be playful with other pets.

Shortcomings: Playful horses splash around in their water trough, potentially soaking nearby Sims.

Unique Features: None.

Quiet

Description: Quiet Pets do not make much noise.

Benefits: A quiet horse won't whinny.

Shortcomings: Will not tap hoof along with music, and gets a slightly negative moodlet when music is being played.

Unique Features: Opposing reinforceable trait is Noisy.

Shy

Description: Pets with the Shy trait prefer and are the happiest when around their Sims. Being around other pets and Sims makes them a bit nervous.

Benefits: Shy pets prefer to socialize with the Sim they have the highest relationship with. When interacting with this Sim, they gain more Social, Fun, and skills.

Shortcomings: Get the Too Many People moodlet in a crowd. Will not autonomously socialize with other animals much.

Unique Features: None.

Untrained

Description: Untrained horses aren't accustomed to having saddles and Sims on their backs. They need to spend some time saddled and being ridden by a trusted Sim to accept any rider.

Benefits: None.

Shortcomings: Untrained horses require work before they are useful as saddle horses.

Unique Features: None.

If you want to be surprised, you can click the randomize button to receive unpremeditated traits.

Set your horse's voice, from a high whinny to a deep nicker.

Edit the biography to set up a storyline for your horse.

Did this all seem too complicated? Or are you just feeling chaotic? Click the randomize button, and see what you get!

You can also randomize your horse's coat or face.

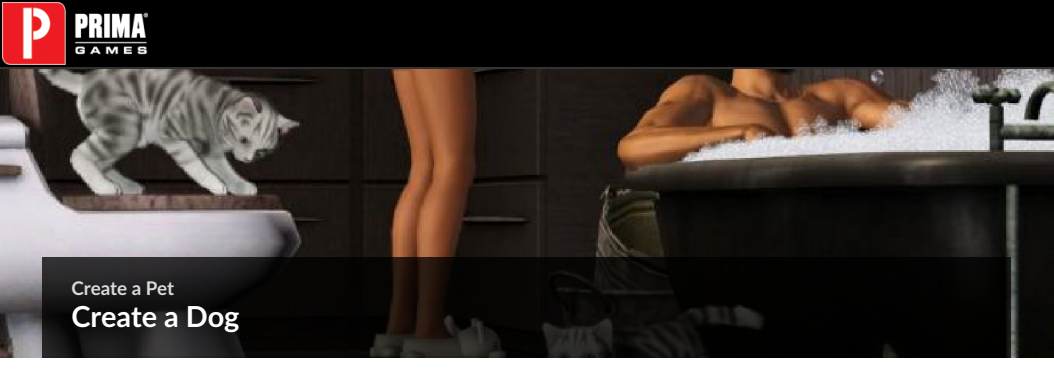
Sim Bin

Once you've made a custom animal or Sim, click the More button at the bottom right of the portrait. From here, you can delete the pet, save the pet to the Sim Bin for reuse, share the pet, or create a twin.

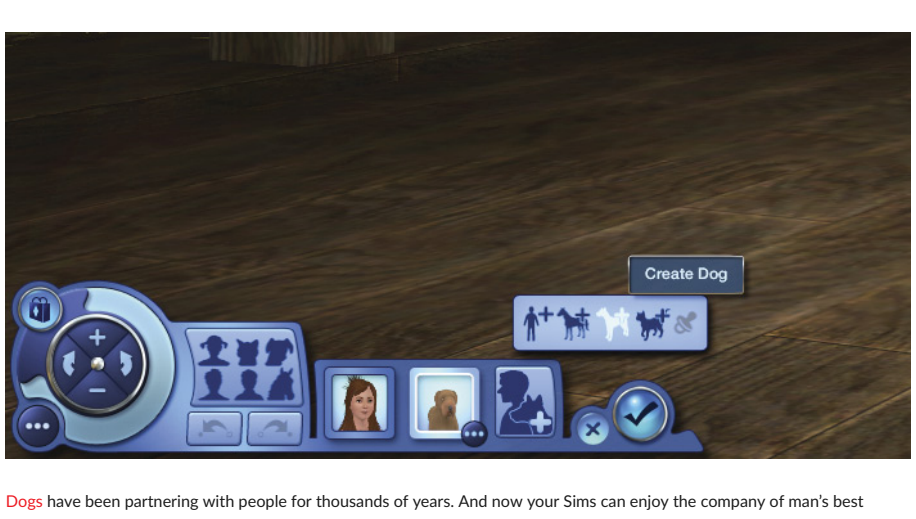
The Sim Bin has more options now as well. It now says Select a Sim or Pet at the top, and you have a lot more sort options.

Choose Sort by Dog to see further sort options. You can sort your collection of dogs by gender, age, or body size.

Horses and cats only have one body size, so they lack that option in the Sim Bin.


PRIMA GAMES

Create a Dog



Dogs have been partnering with people for thousands of years. And now your Sims can enjoy the company of man's best friend. Dog pets take their Sims for walks, hunt for collectables, and guard your property.

And properly trained dogs can learn not to bark, pee on the carpet, or chew up your furniture. Besides, after a rough day, there's nothing like some unconditional doggy love to make everything look better.

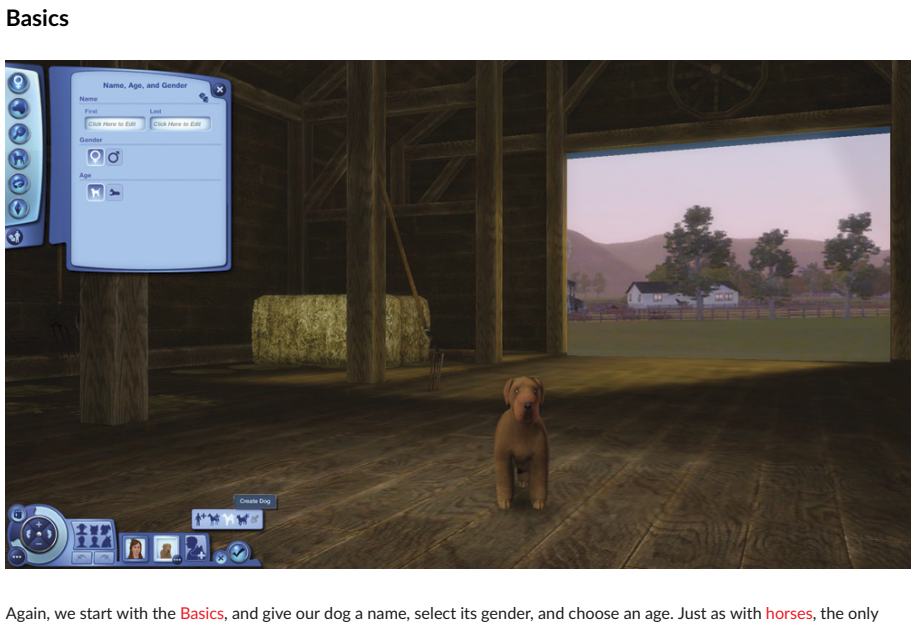
Dogs can be brave and loyal, or foolish and destructive. It all depends on how much training and positive (or negative) reinforcement they receive from their guardian Sims. Do your Sims have what it takes to be responsible dog owners?

Tip

Dogs actually gain and lose traits depending on how they have been trained and cared for. Don't think you can just ignore your pet's training. Untrained pets become destructive and unhappy animals. But a well-trained pet is a joy—and an asset—to its Sim.

See the New Simology chapter for more information about reinforcing traits, and the Dog chapter for details about training your dog.

Basics

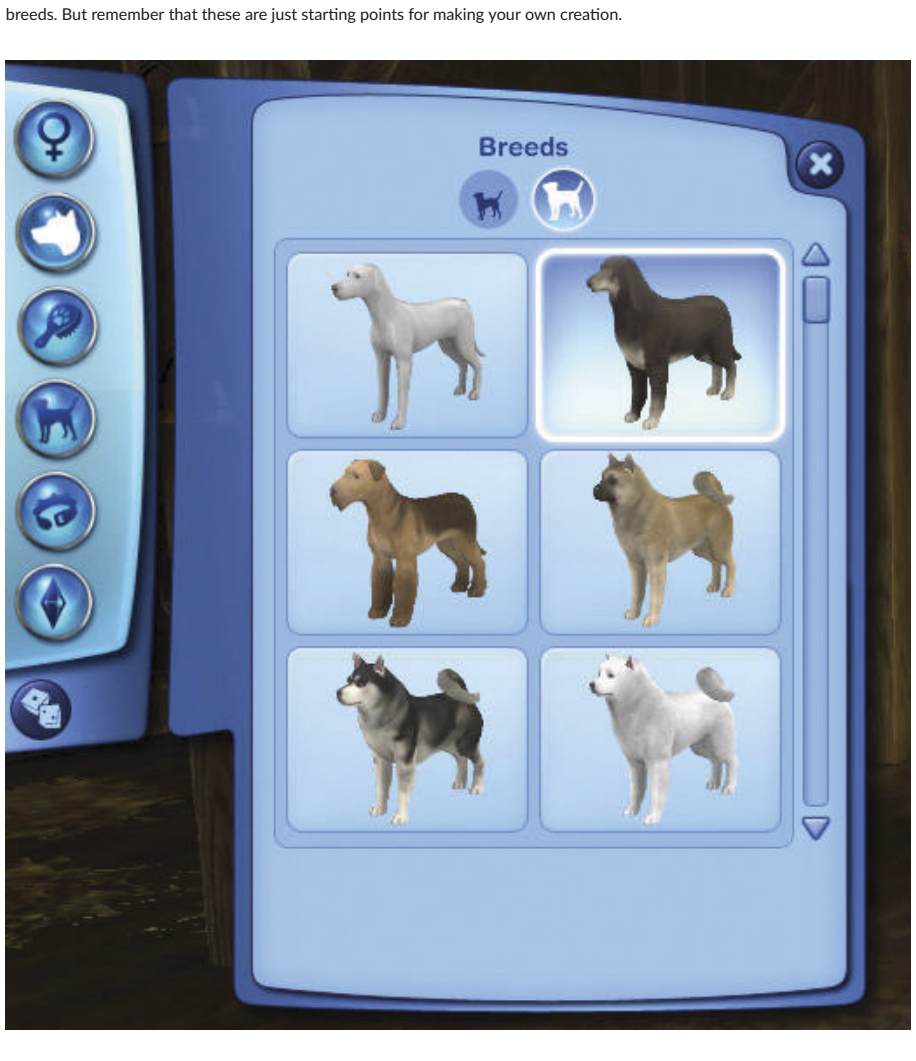

Name, Age, and Gender

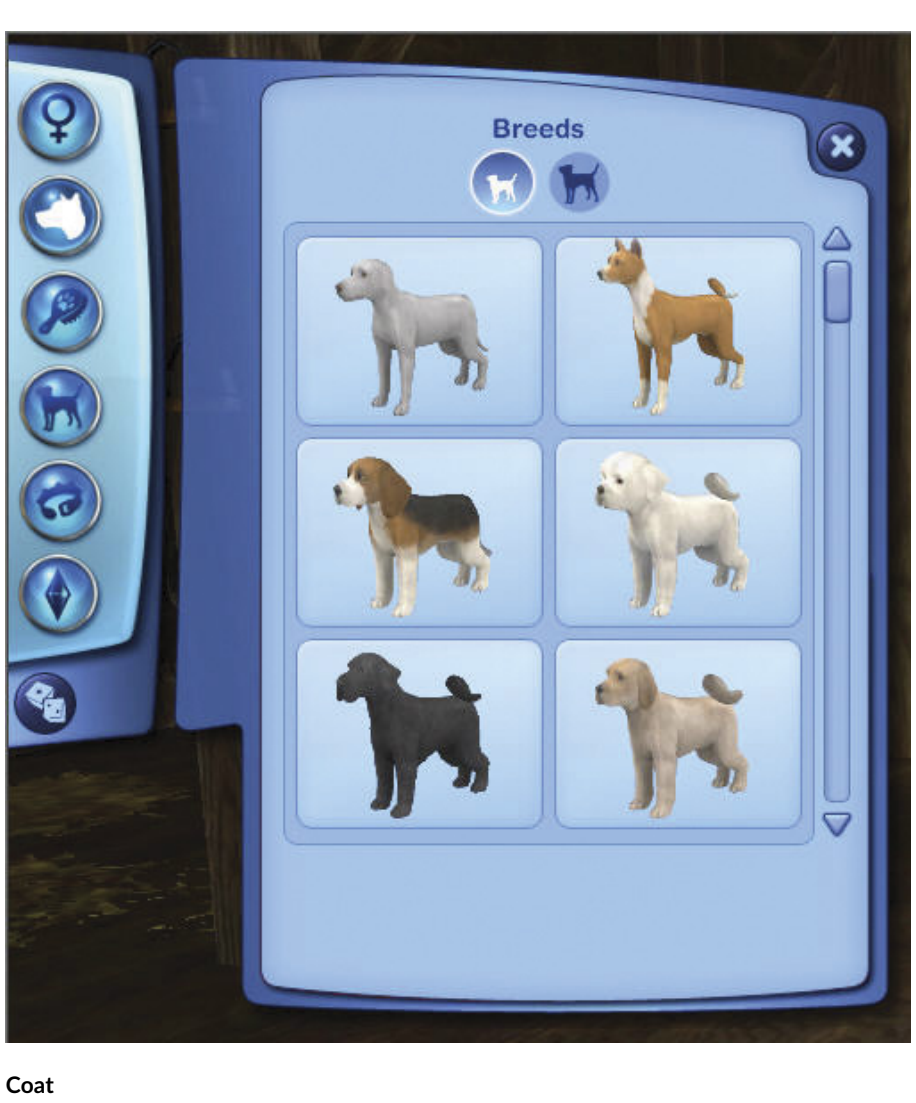
Again, we start with the Basics, and give our dog a name, select its gender, and choose an age. Just as with horses, the only choices are adult and elder. You cannot create puppies.

Name, Age, and Gender

Breeds

In the Breeds button you can choose between small dogs and large dogs. Each breed tab offers a large number of familiar breeds. But remember that these are just starting points for making your own creation.

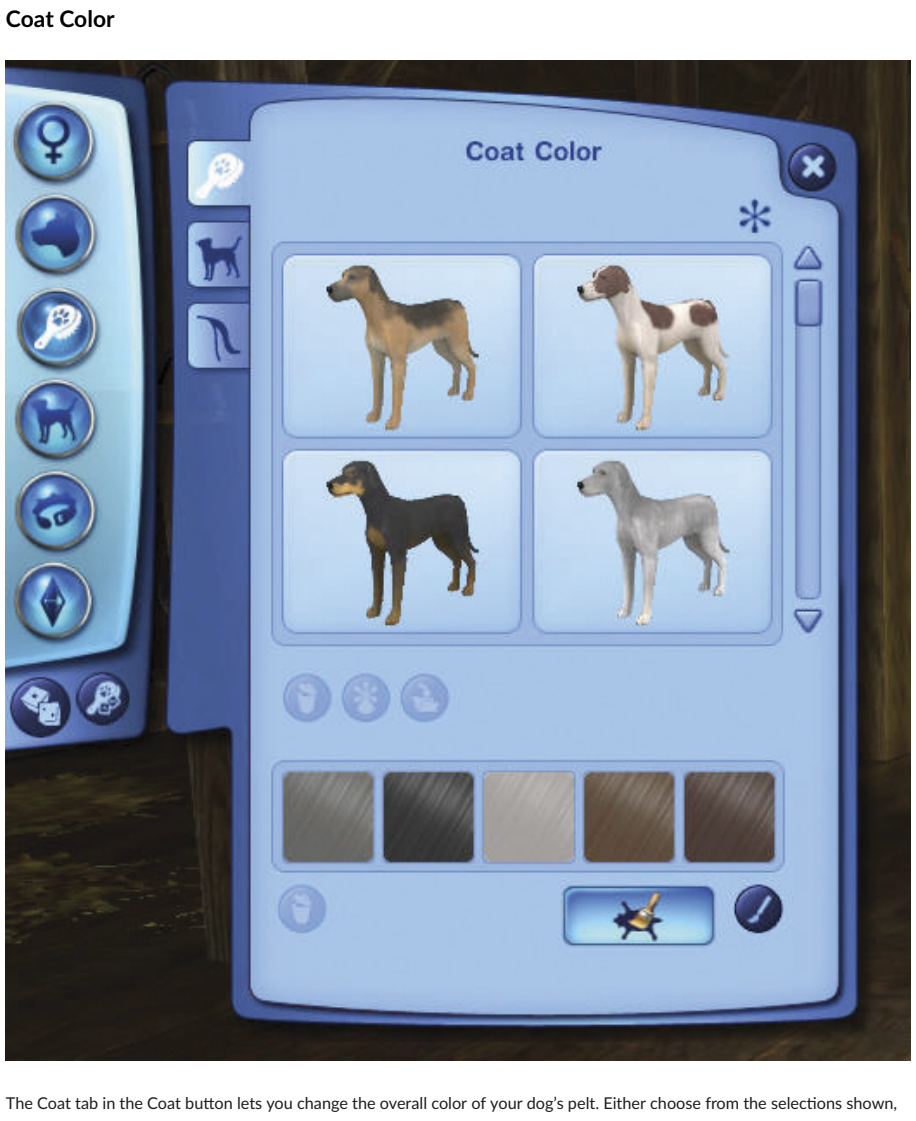




Coat

The Coat button lets you set the dog's color, amount of furriness, and type of tail.

Coat Color

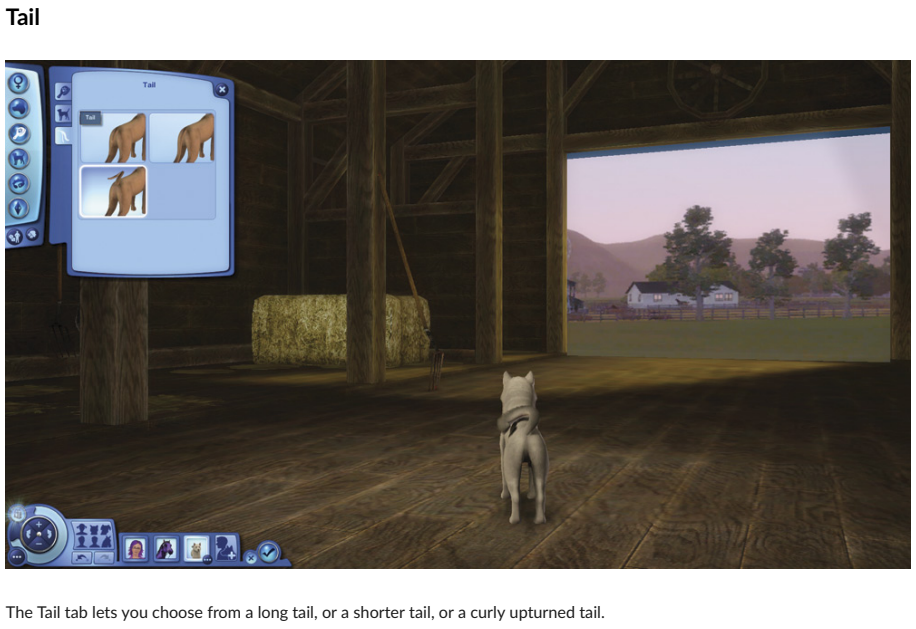


The Coat tab in the Coat button lets you change the overall color of your dog's pelt. Either choose from the selections shown, or click on the Paintbrush icon to conjure up any color you can imagine.

Fur Shape

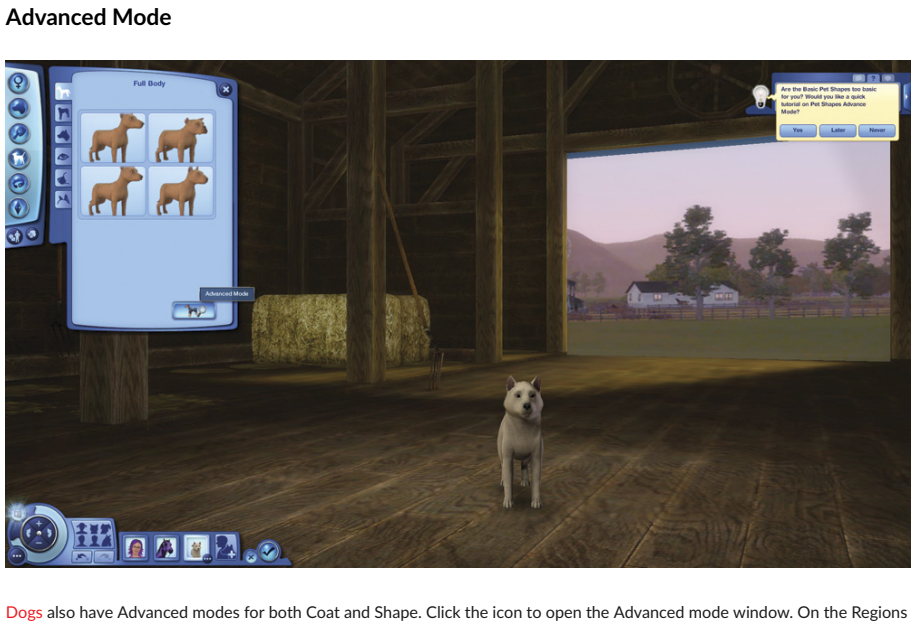
Fur Shapes let you select length and fur variation You can make your dog have a bushy wolflike ruff or muttonchop whiskers.

Tail



The Tail tab lets you choose from a long tail, or a shorter tail, or a curly upturned tail.

Advanced Mode


Full Body
Advanced Mode

Dogs also have Advanced modes for both Coat and Shape. Click the icon to open the Advanced mode window. On the Regions tab, you can choose each individual region to customize.

Individually customize the head, full body, chest, belly, back, tail, and each leg. You can also choose from a selection of full body markings.

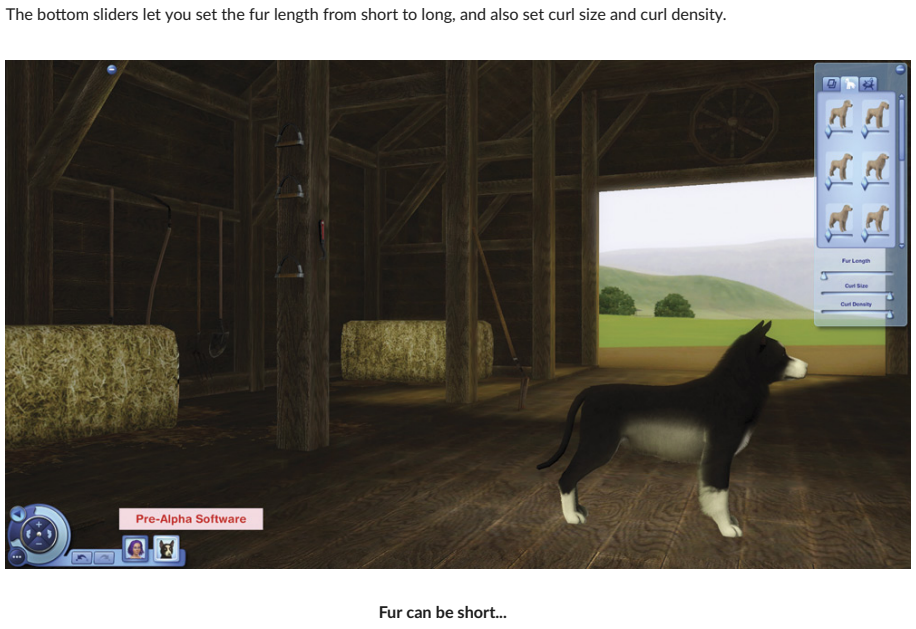
Note

Don't forget the Undo/Redo buttons at the bottom of the screen. These are handy if you decide you don't like some recent changes, and want to go back to a previous version—or change your mind again and want to move forward.

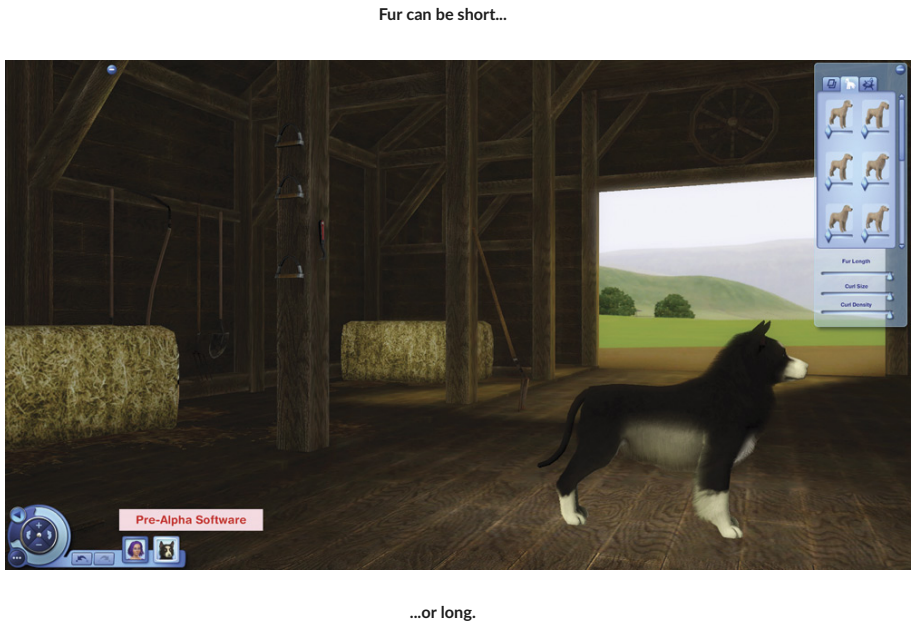
The Fur Shape tab

For this demonstration, a furry dog works best, so we'll start with a Border Collie.

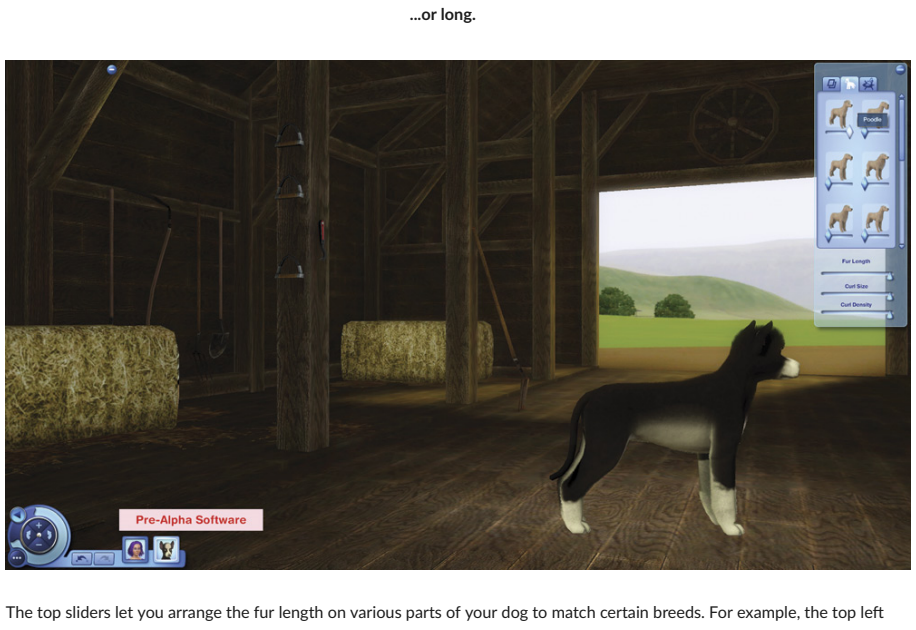
The bottom sliders let you set the fur length from short to long, and also set curl size and curl density.


Fur Length
Curl Size
Curl Density
Pre-Alpha Software

Fur can be short...


Fur Length
Curl Size
Curl Density
Pre-Alpha Software

...or long.


Poodle
Fur Length
Curl Size
Curl Density
Pre-Alpha Software

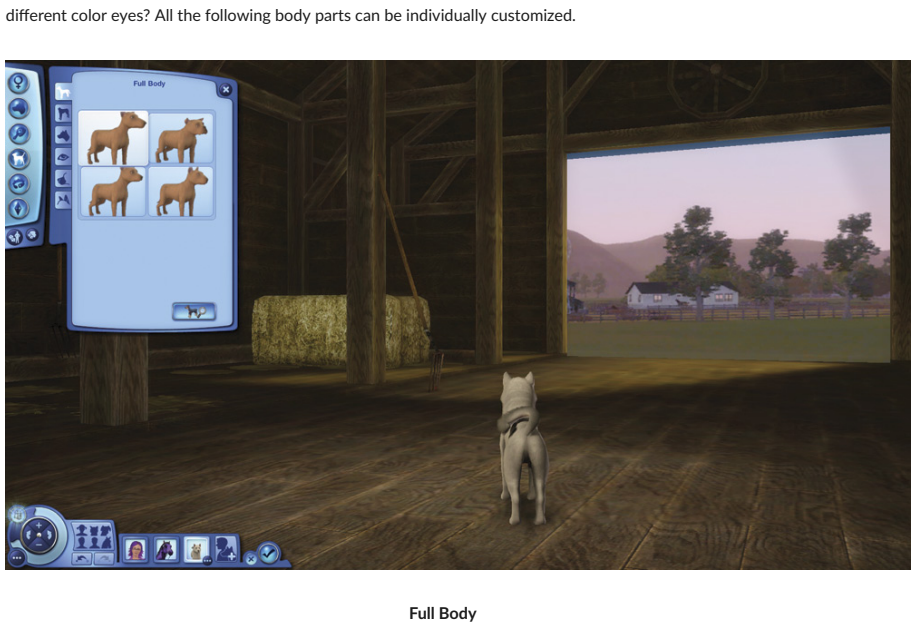
The top sliders let you arrange the fur length on various parts of your dog to match certain breeds. For example, the top left slider gives your dog a poof of head fur like a poodle has.

Note

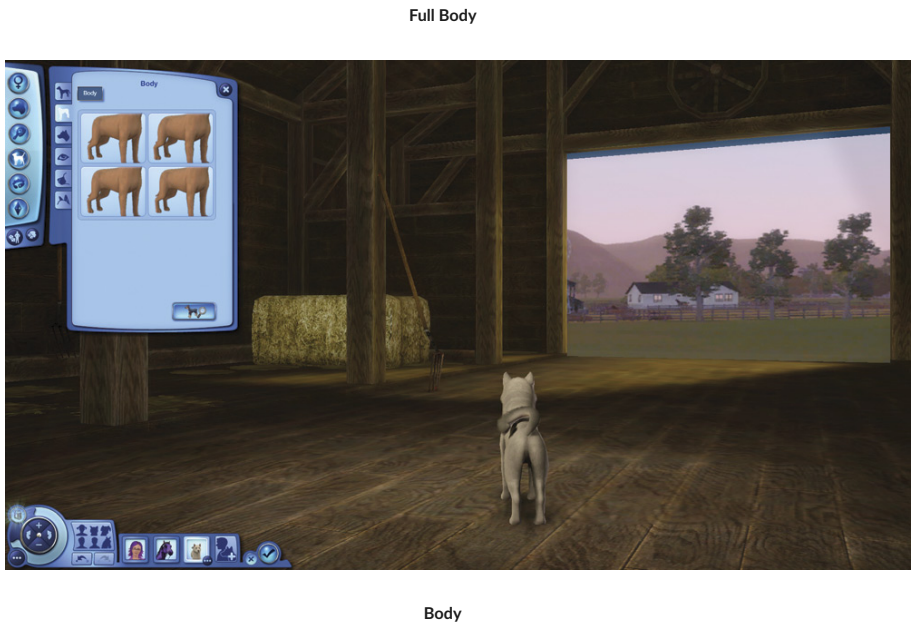
The fur sliders correspond with the different breeds, and some fur sliders work in conjunction with each other, so sliding one moves the corresponding one as well. Sliders also control fur length, fur density, curl size, and curl density.

Shape

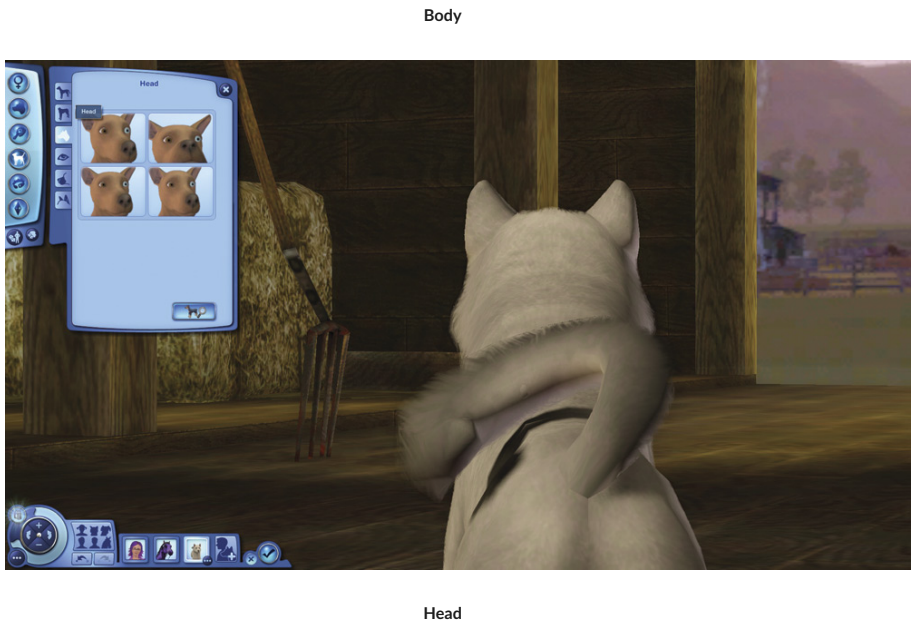
The Shape button is the place to customize the rest of your dog's looks. For each body part, you have many choices. Do you want your dog to have folded ears or upright ones? A dainty narrow muzzle or a broad sturdy one? How about making two different color eyes? All the following body parts can be individually customized.



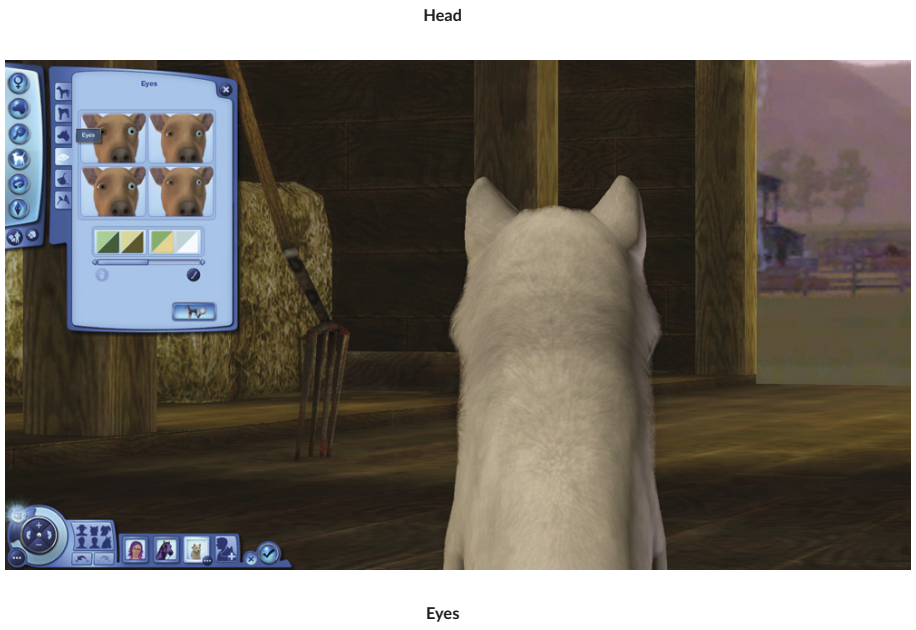
Full Body



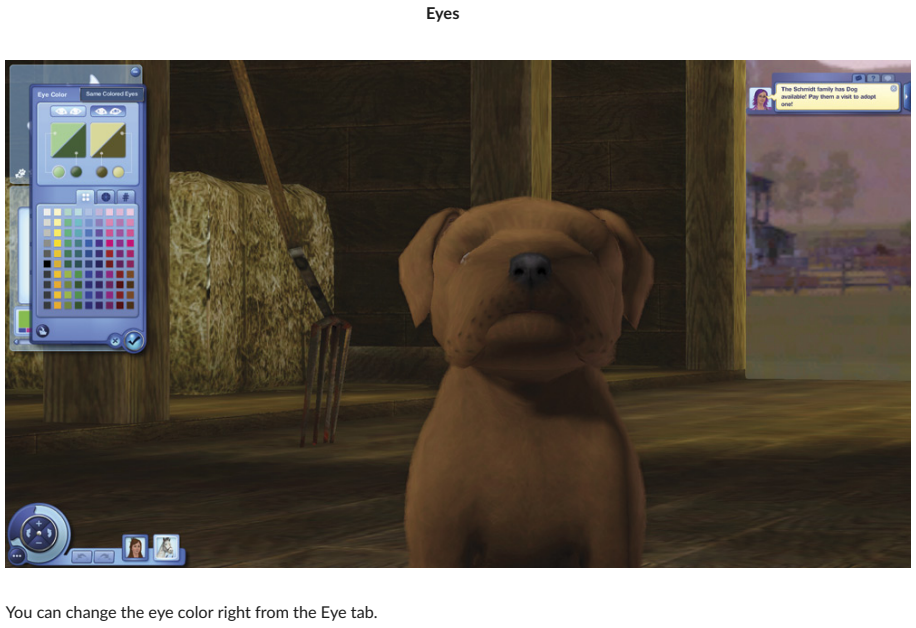
Body



Head

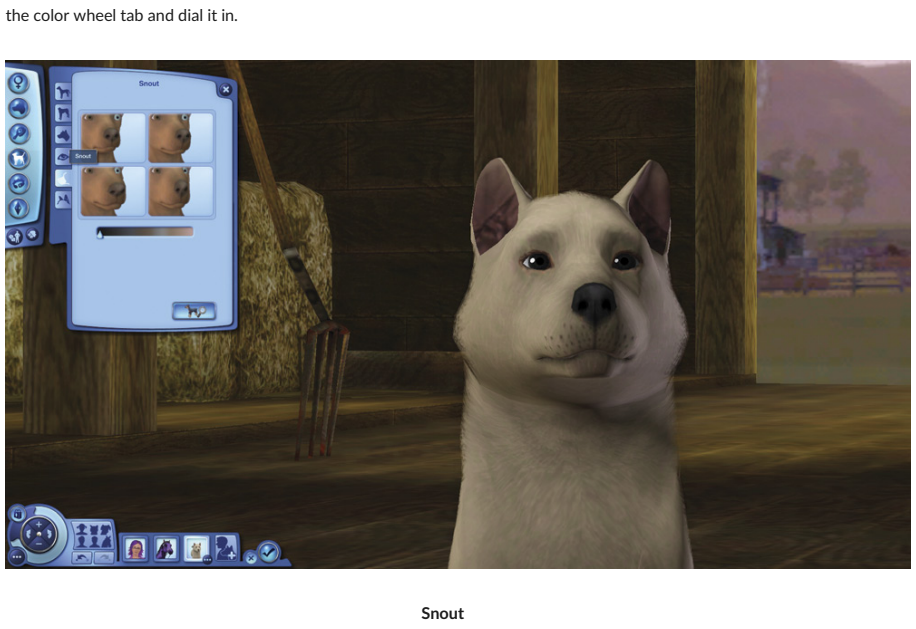


Eyes

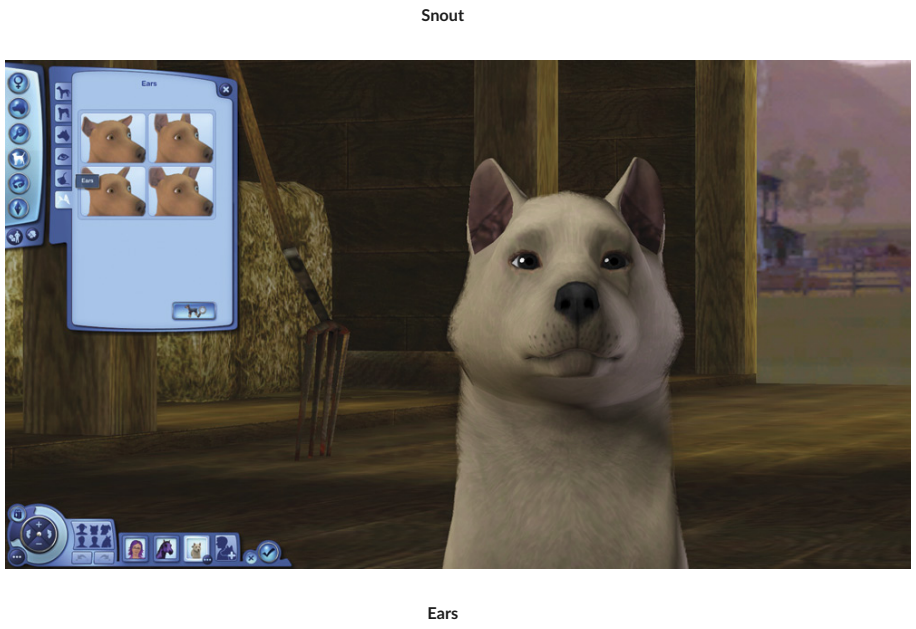

Eye Color
Same Colored Eyes

You can change the eye color right from the Eye tab.

Change both eyes together or make them different colors. As you'd expect, you can either pick from specific colors or switch to the color wheel tab and dial it in.



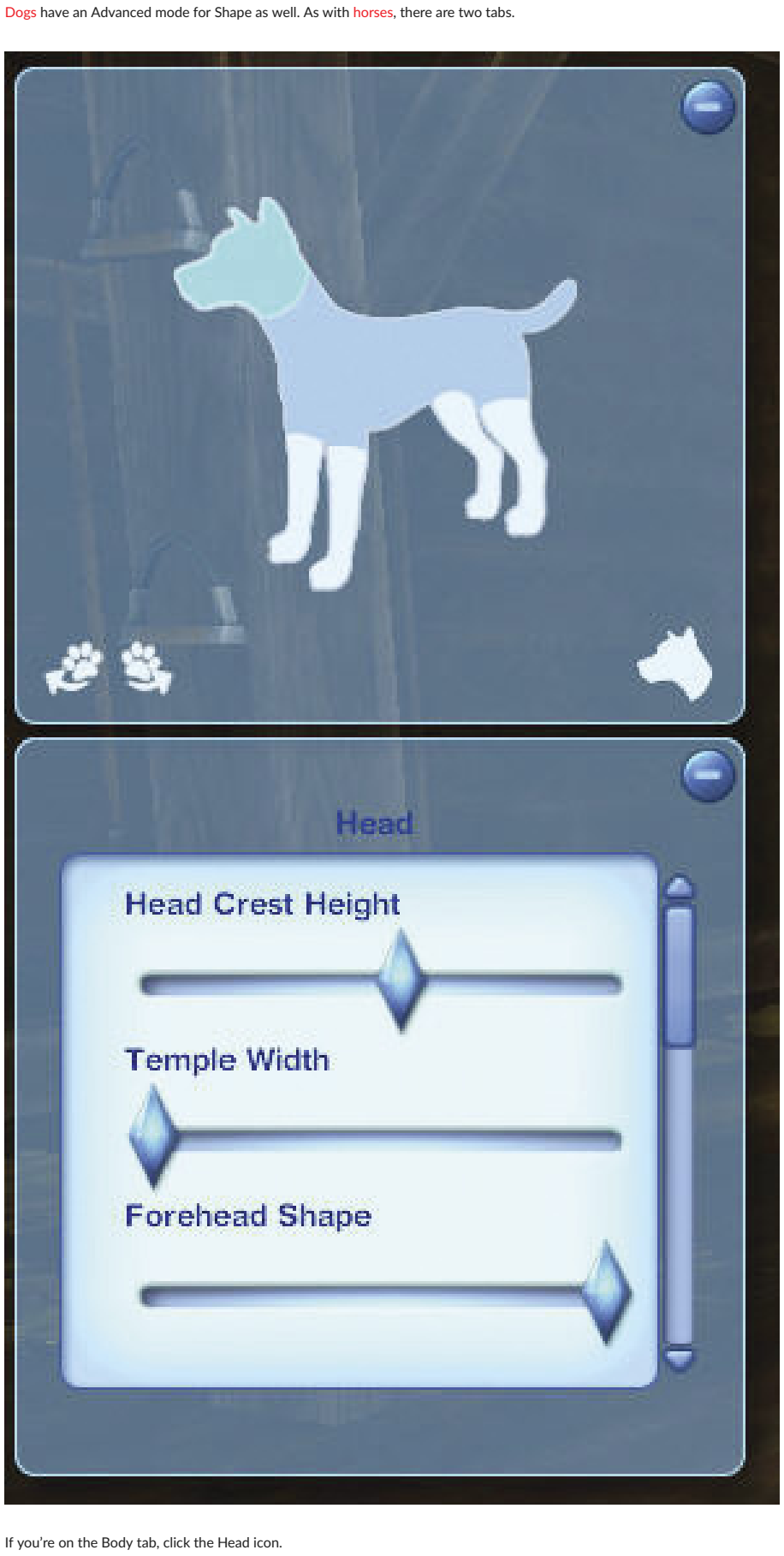
Snout



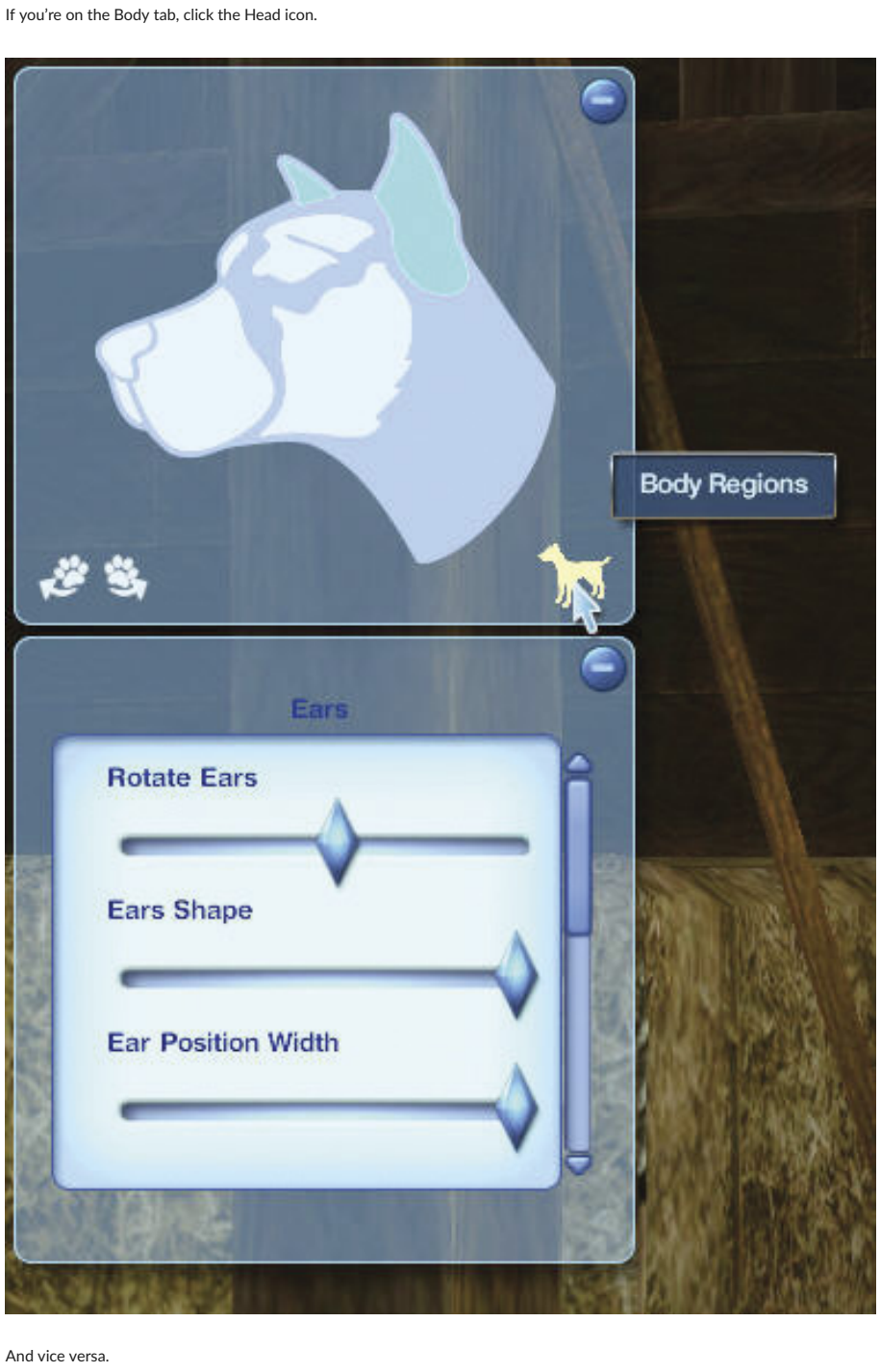
Ears

Advanced Mode

Dogs have an Advanced mode for Shape as well. As with horses, there are two tabs.

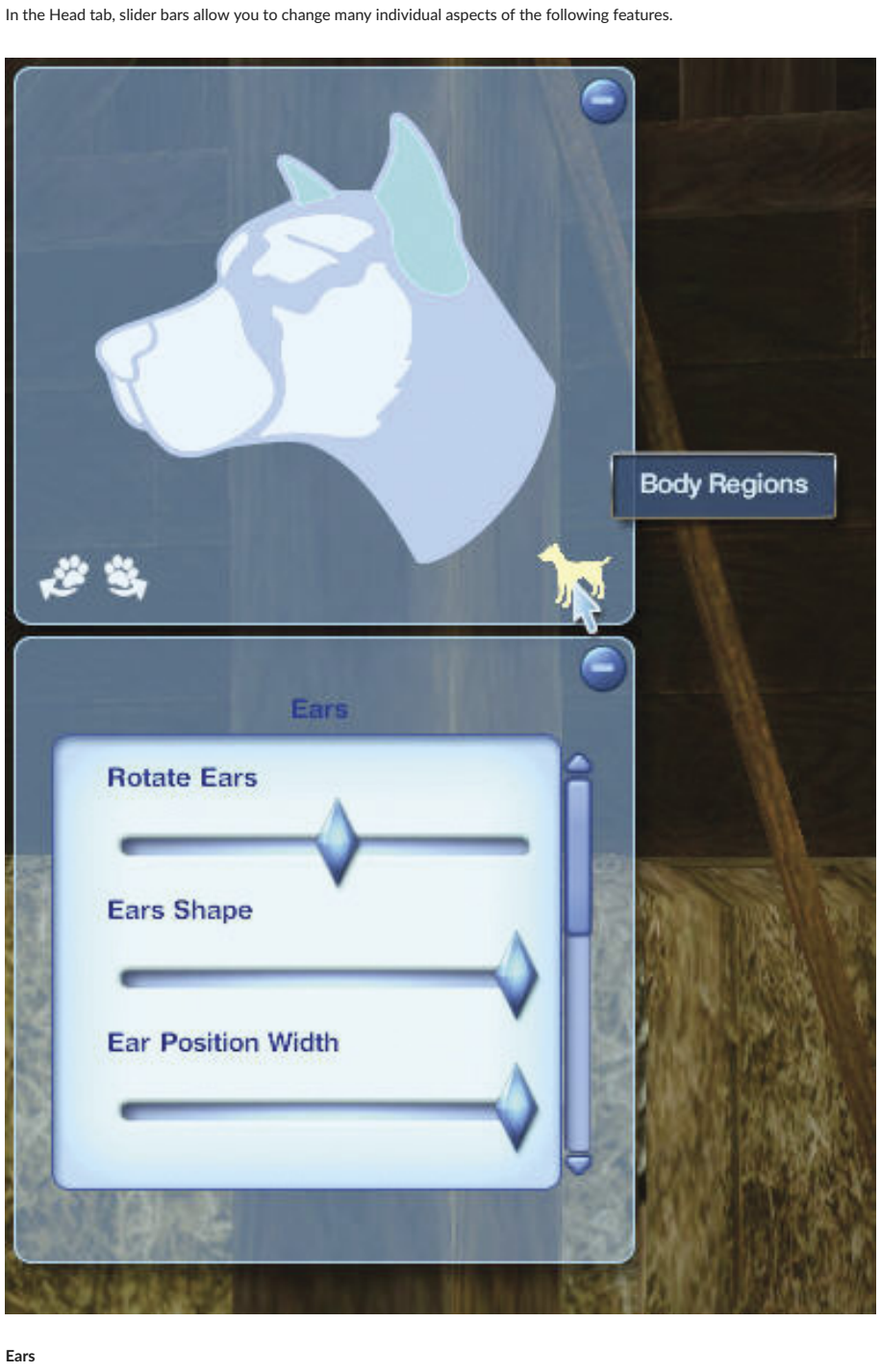

Head
Head Crest Height
Temple Width
Forehead Shape

If you're on the Body tab, click the Head icon.

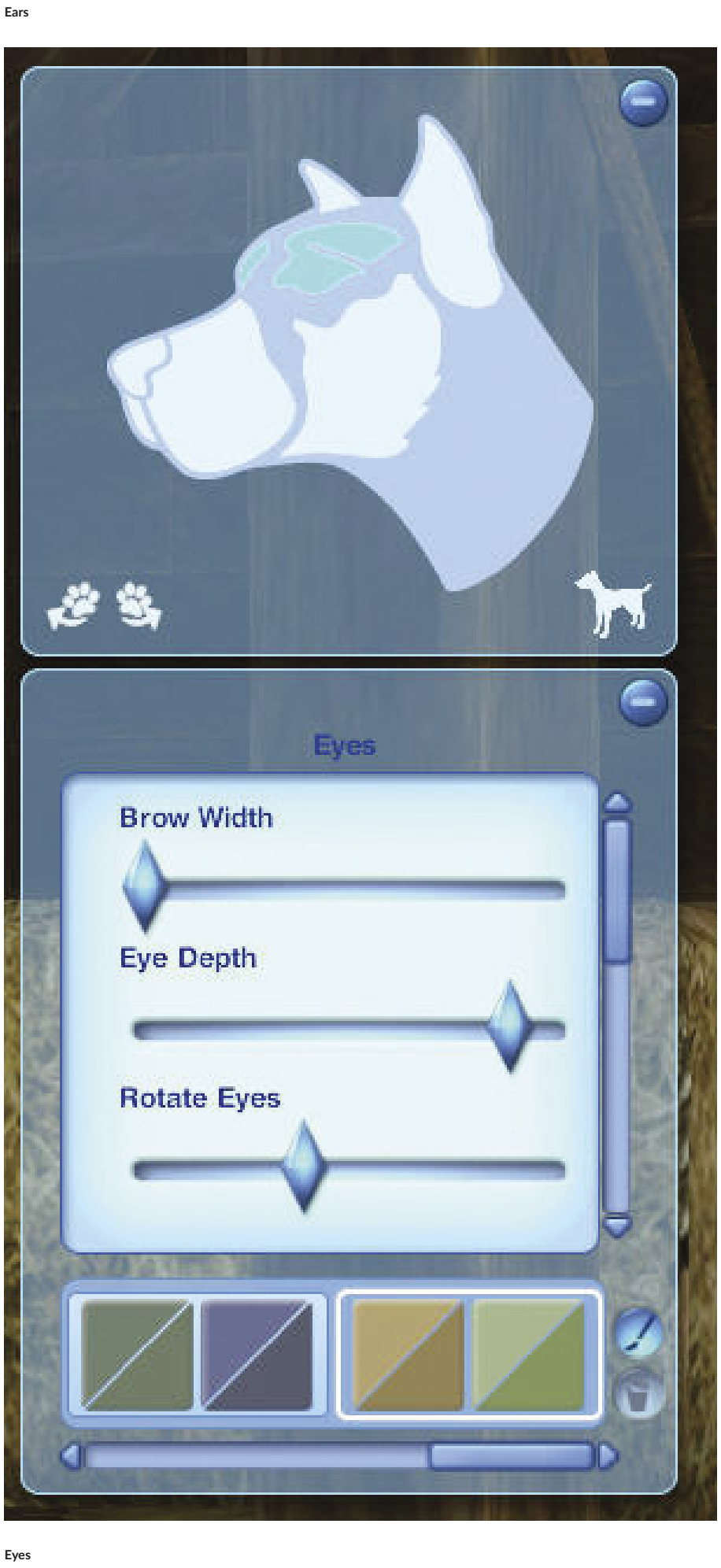

Body Regions
Ears
Rotate Ears
Ears Shape
Ear Position Width

And vice versa.

In the Head tab, slider bars allow you to change many individual aspects of the following features.


Body Regions
Ears
Rotate Ears
Ears Shape
Ear Position Width

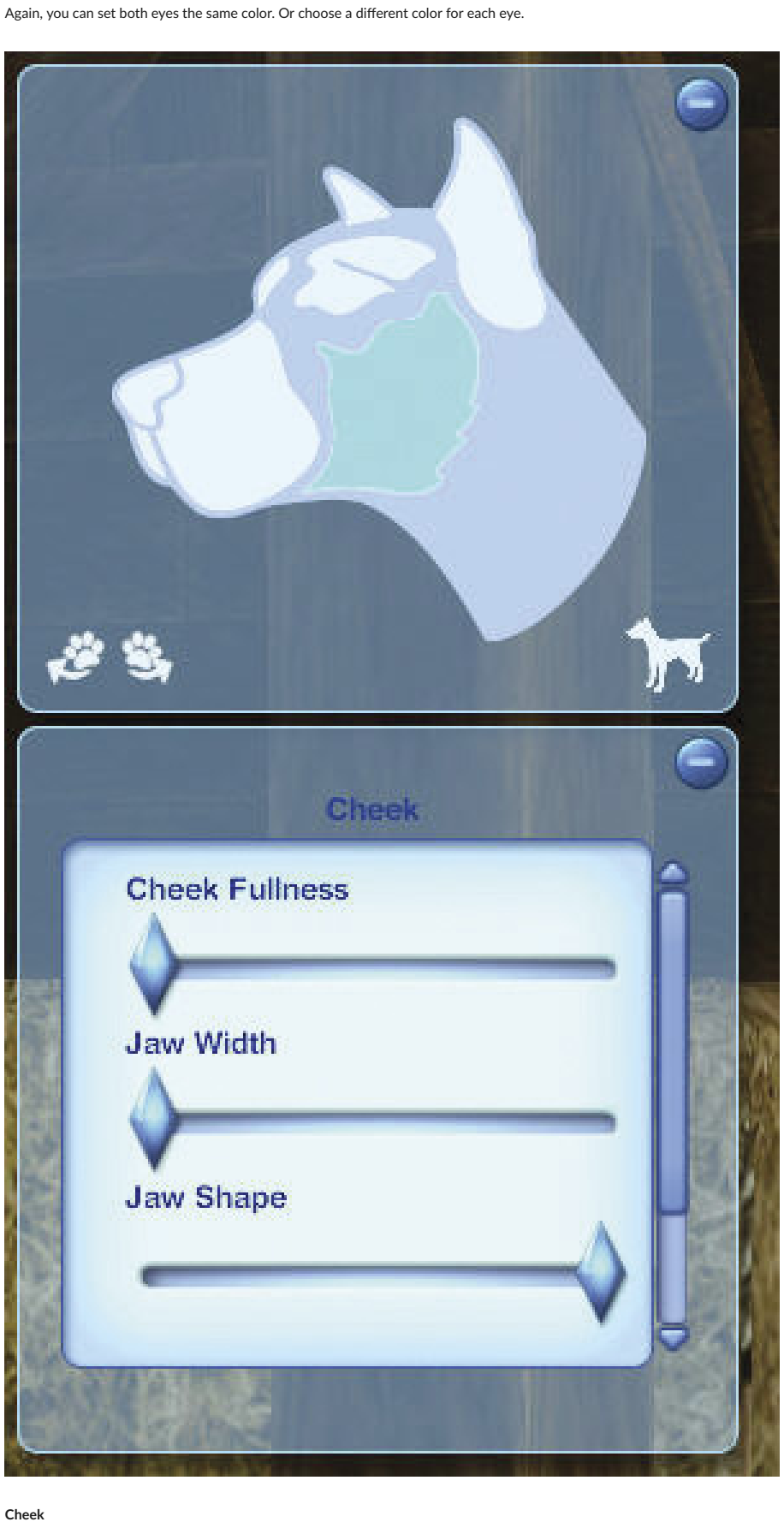
Ears


Eyes
Brow Width
Eye Depth
Rotate Eyes

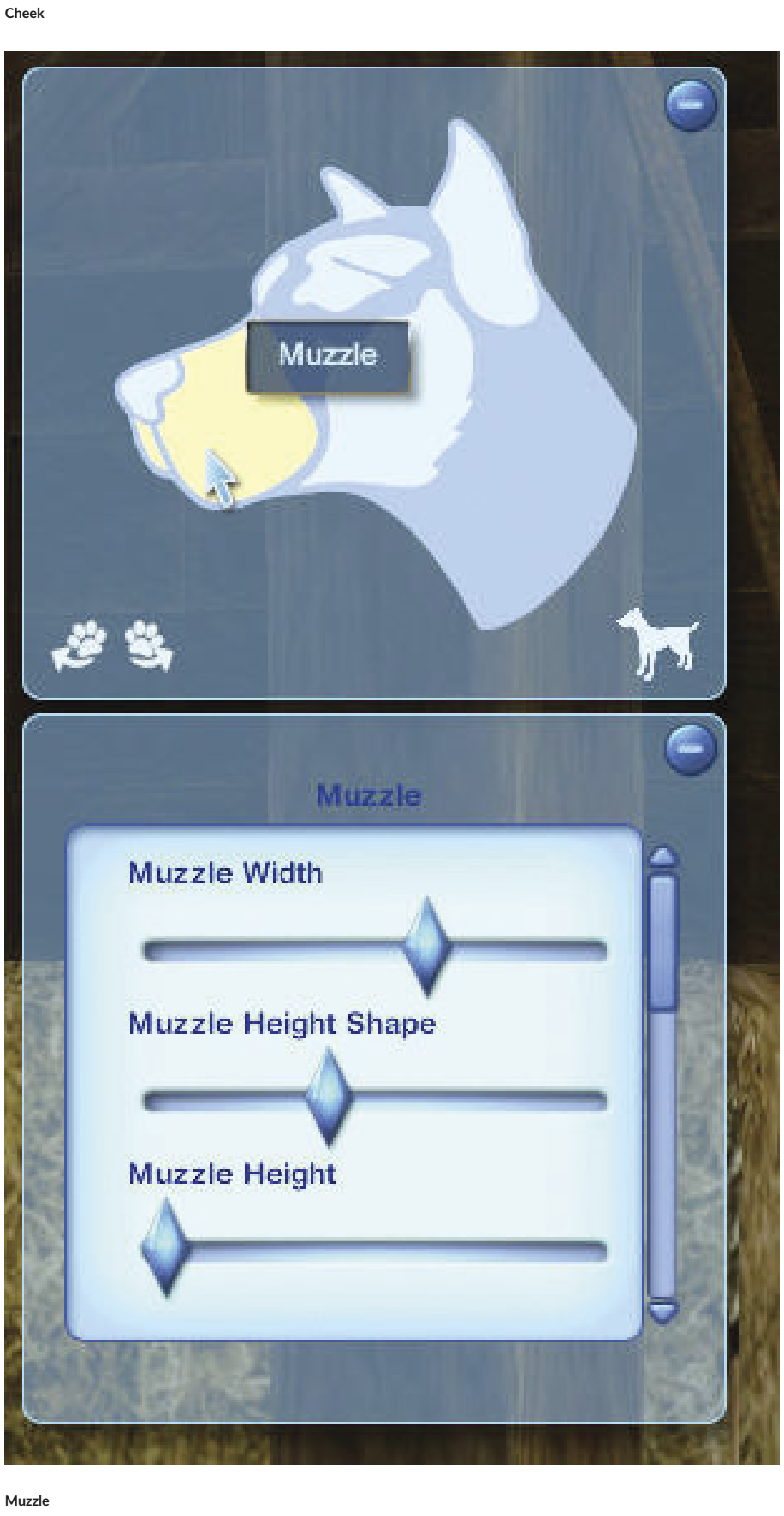
Eyes

At the bottom of the Eyes tab, you can choose from some preset eye color choices, or click on the Paintbrush icon to set your own colors.

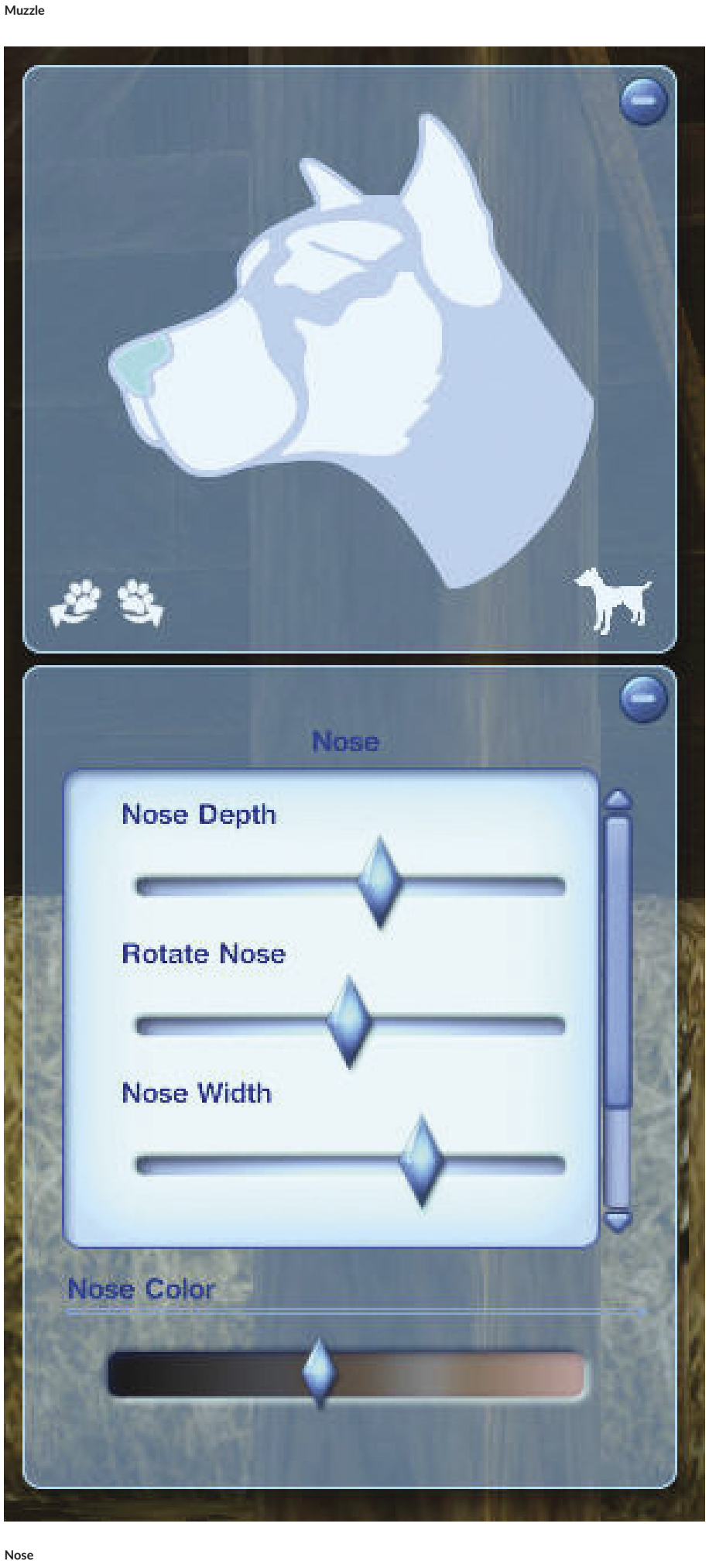
Again, you can set both eyes the same color. Or choose a different color for each eye.


Cheek
Cheek Fullness
Jaw Width
Jaw Shape

Cheek

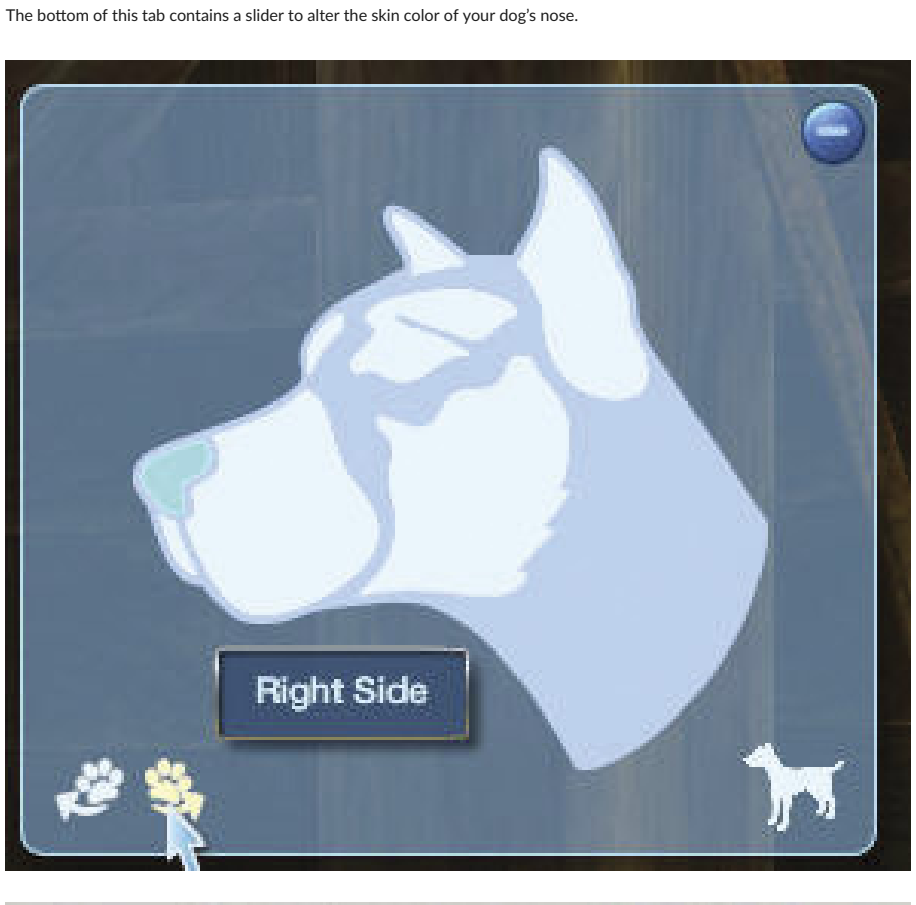

Muzzle
Muzzle
Muzzle Width
Muzzle Height Shape
Muzzle Height

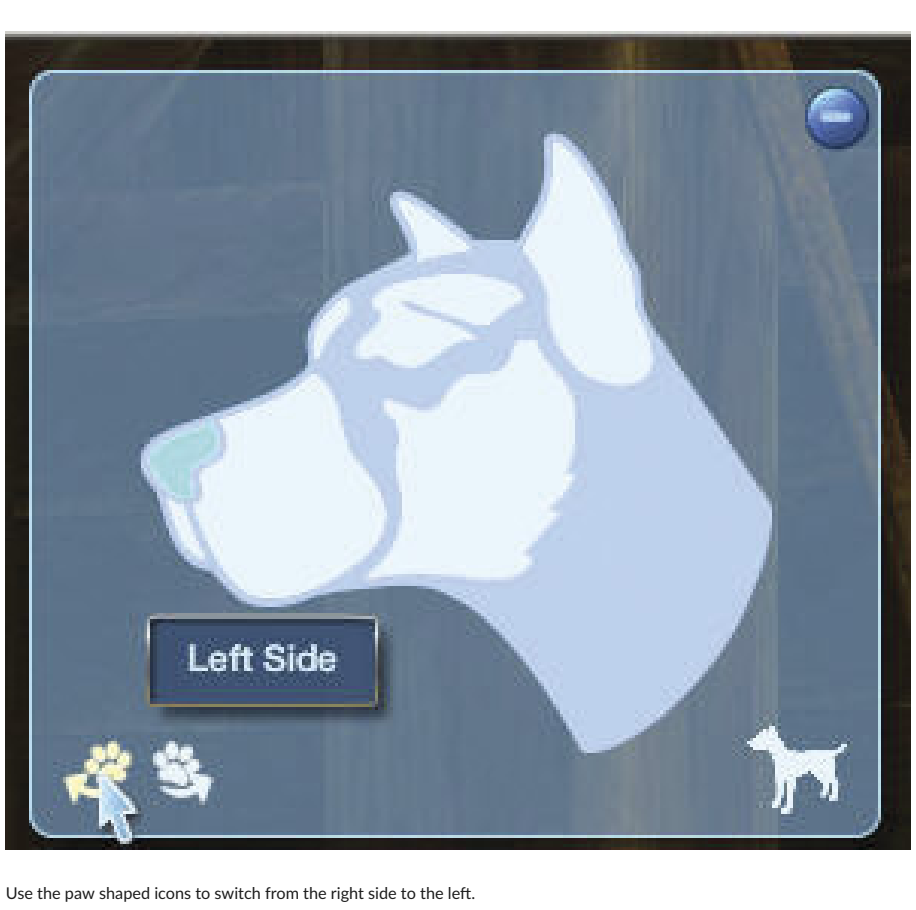
Muzzle


Nose
Nose Depth
Rotate Nose
Nose Width
Nose Color

Nose

The bottom of this tab contains a slider to alter the skin color of your dog's nose.





Use the paw shaped icons to switch from the right side to the left.

When you've finished customizing, click the Basic Mode button to return to the main Create a Dog menu.

Accessories

Accessorize your dog with a variety of collar and tag styles.

Enter Create a Style to customize the color of the collar.

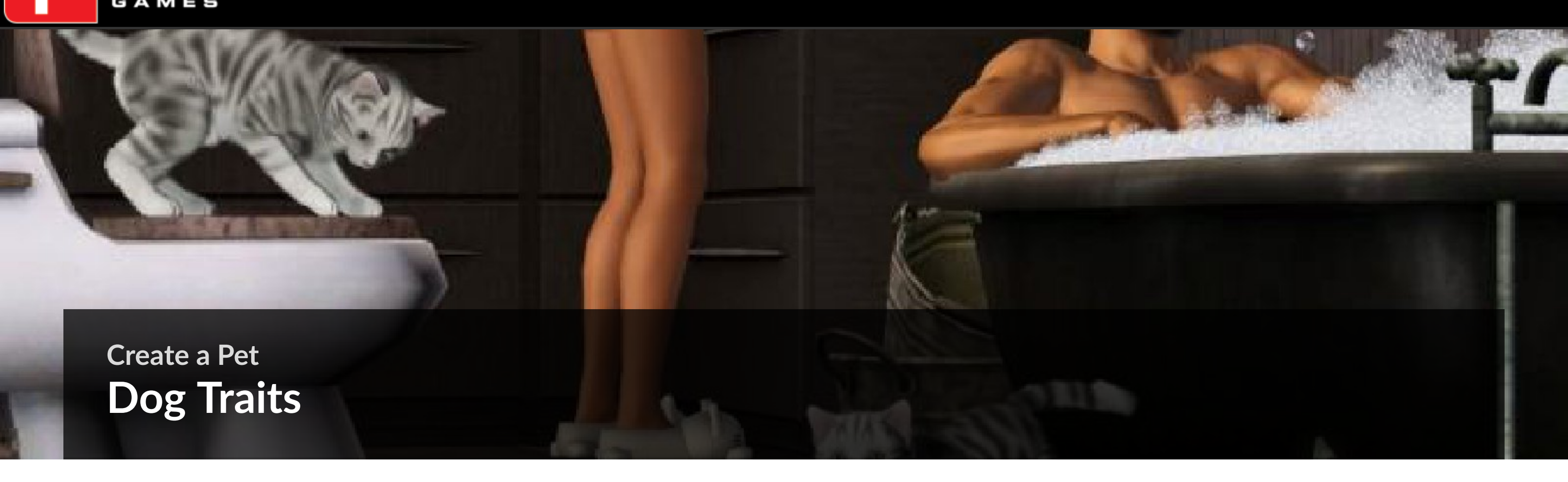
Personality

One of the most exciting new aspects of Pets is the ability for your Sim's training and reinforcement to actually change your pets' traits. See the individual pet chapters for more detail, but suffice to say that the traits you choose here are just the starting point.

Tip

Not all pet traits are reinforceable, but many are. Reinforceable traits tend to come in pairs, like Aggressive or Friendly, Lazy or Hyper.

The two buttons at the bottom of the panel are randomizer buttons. Click the Randomize Coat button (on the left) or the Randomize Face button (on the right) for unpremeditated choices.



Create a Pet

Dog Traits

Adventurous

Description: Adventurous Pets are very curious and love to explore.

Benefits: Dogs with the Adventurous trait gain Fun from exploring.

Shortcomings: Adventurous dogs get up on the furniture more.

Unique Features: : Opposing reinforceable trait is Skittish.

Aggressive

Description: Agressive pets aren't inherently mean, they usually just have a bad attitude when interacting with other pets. A bad attitude that usually leads to fights that is...

Benefits: Aggressive pets always catch Burglars and are less likely to be startled by fights or other pets' behavior.

Shortcomings: More likely to fight other pets or chase the Mailman.

Unique Features: : Opposing reinforceable trait is Friendly.

Clueless

Description: Clueless pets tend to forget what they're doing and are easily distracted. They don't learn skills and traits too quickly, but they do get along well with Absent-Minded Sims.

Benefits: Clueless pets gain relationship faster with Absent-Minded and Easily Impressed Sims, and other Clueless pets.

Shortcomings: Tend to forget what they're doing and stand around with their tongue hanging out, looking vacant.

Unique Features: : This trait is not reinforceable.

Destructive

Description: Whether destroying furniture or digging holes in the yard Destructive Pets are sure to cause chaos wherever they are!

Benefits: None.

Shortcomings: Destructive dogs will knock over trash cans, chew up furniture, and dig holes in the yard.

Unique Features: : Opposing reinforceable trait is Non-Destructive.

Friendly

Description: Pets with the Friendly trait not only get along better with other pets, but they'll usually have better relationships with their Sims as well.

Benefits: Friendly dogs build relationships with both Sims and other pets faster.

Shortcomings: Friendly dogs make poor guard animals. They will also try to get on the furniture to be with their friend Sims.

Unique Features: : Opposing reinforceable trait is Aggressive.

Genius

Description: Genius pets are always thinking on their paws (or hooves). They learn skills and new traits quickly and get along well with other Genius pets and Sims.

Benefits: Genius dogs gain skills and traits faster, and are less likely to pee on the floor. They also build relationship faster with other Genius Sims and Pets.

Shortcomings: None.

Unique Features: : This trait is not reinforceable.

Hunter

Description: Pets with the Hunter trait are excellent at stalking and catching prey.

Benefits: Gains Hunting skill more easily.

Shortcomings: None.

Unique Features: : Trait is reinforceable with Hunt training.

Hydrophobic

Description: Hydrophobic dogs have a natural aversion for anything that relates to water. When in the water, they are definitely not happy.

Benefits: Dog will never automously swim in pools.

Shortcomings: Swimming gives the dog the Hydrophobic negative moodlet.

Unique Features: : Opposing reinforceable trait is Likes Swimming.

Hyper

Description: Hyper pets are super active and never like staying in one place. They are able to build energy much more quickly and have a slower energy decay.

Benefits: Hyper dogs can train skills for longer before becoming fatigued.

Shortcomings: Hyper dogs bark more often and rarely lie down.

Unique Features: : Opposing reinforceable trait is Lazy.

Independent

Description: Independent pets not only prefer to be on their own, but have more fun when playing on their own rather than in big groups or other social situations.

Benefits: Independent dogs are more able to amuse themselves with solo activities like playing with a ball, and their Social motive decays at a slower rate.

Shortcomings: Less likely to autonomously interact with other pets and Sims.

Unique Features: : This trait is not reinforceable.

Lazy

Description: Lazy pets just love to lie down or stay in one place as they get tired easily.

Benefits: Lazy dogs rarely bark.

Shortcomings: Lazy dogs lie down frequently and quickly get fatigued from skill gain.

Unique Features: : Opposing reinforceable trait is Hyper.

Likes Swimming

Description: Contrary to popular belief, not all breeds of dogs like to swim. However, when given this trait, dogs just can't get enough satisfaction from taking a dip.

Benefits: Dog will swim more often.

Shortcomings: None.

Unique Features: : Opposing reinforceable trait is Hydrophobic.

Loyal

Description: "A dog is a Sim's best friend" is a saying that certainly holds true! Loyal dogs love spending time and interacting with their Sims, and even seem to learn skills faster than other dogs.

Benefits: Loyal dogs follow their favorite Sims around, and prefer to be in the same room with their Sims. They also learn skills faster, accept socials more often, and build relationship with family members sooner. Will autonomously guard more often.

Shortcomings: None.

Unique Features: : None.

Neat

Description: Neat pets are naturally clean and love to be bathed.

Benefits: Neat dogs won't autonomously eat trash, drink from the toilet, or perform other Piggy behaviors.

Shortcomings: None.

Unique Features: : Opposing reinforceable trait is Piggy.

Noisy

Description: Noisy pets are very vocal and provide a special accompaniment when Sims are playing instruments.

Benefits: Noisy dogs howl along with instruments being played.

Shortcomings: Noisy dogs bark a lot.

Unique Features: : Opposing reinforceable trait is Quiet.

Non-Destructive

Description: Non-Destructive pets are very gentle, and never destroy furniture or dig holes in the yard.

Benefits: Non-Destructive dogs won't knock over trash cans or chew up the furniture.

Shortcomings: None.

Unique Features: : Opposing reinforceable trait is Destructive.

Piggy

Description: Piggy pets are voracious eaters who don't mind munching garbage or drinking from the toilet.

Benefits: Piggy pets don't mind being dirty.

Shortcomings: Will get into trash, drink from toilet, and beg. Piggy pets get hungry faster, scarf their food, and may make puddles while eating.

Unique Features: : Opposing reinforceable trait is Neat.

Playful

Description: Playful pets always want to have fun and have a happy-go-lucky attitude.

Benefits: Fun interactions provide more fun for both Playful pets and their Sims.

Shortcomings: Fun need decays faster.

Unique Features: : None.

Proud

Description: Proud pets think they're better than others and make their own image a top priority; they can't stand having low hygiene.

Benefits: None.

Shortcomings: Proud dogs do not autonomously socialize with younger animals, and take a bigger mood hit for being dirty.

Unique Features: : **Unique Features:** : Proud pets have a special nose-in-the-air pose.

Quiet

Description: Quiet Pets do not make much noise.

Benefits: Quiet dogs never bark.

Shortcomings: Will not howl along with music, and get a slightly negative moodlet when music is being played.

Unique Features: : Opposing reinforceable trait is Noisy.

Shy

Description: Pets with the Shy trait prefer and are the happiest when around their Sims. Being around other pets and Sims makes them a bit nervous.

Benefits: Shy pets prefer to socialize with the Sim they have the highest relationship with. When interacting with this Sim, they gain more Social, Fun, and skill.

Shortcomings: Get the Too Many People moodlet in a crowd. Will not autonomously socialize with other animals much.

Unique Features: : None.

Skittish

Description: Skittish pets have a nervous disposition and are easily startled.

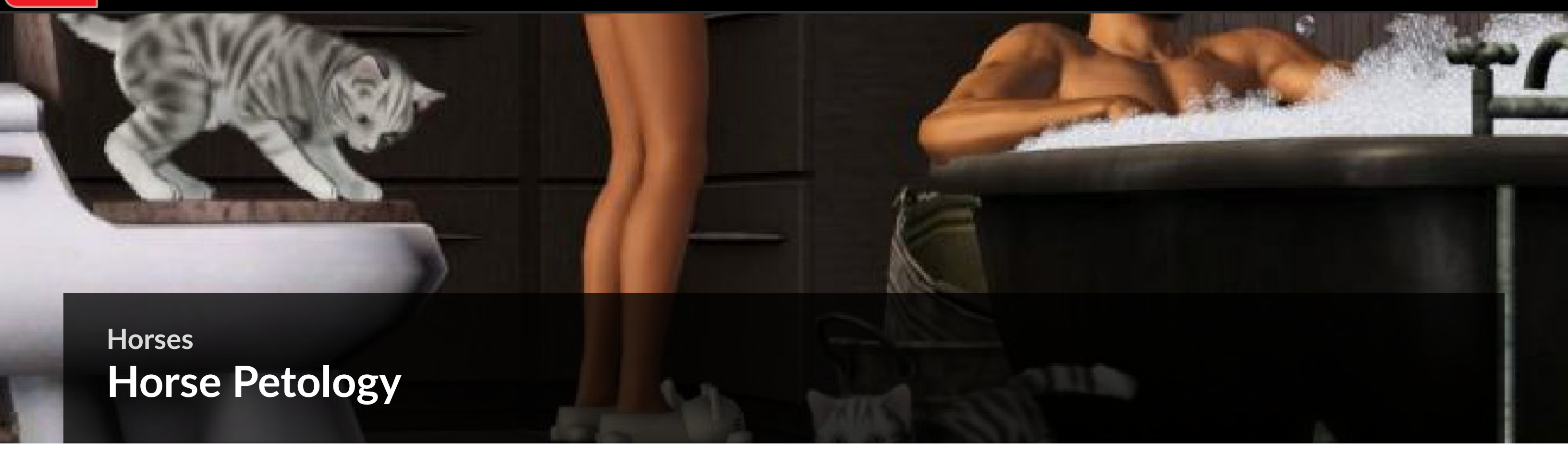
Benefits: None.

Shortcomings: Skittish pets are more likely to get nauseous. They may become startled by a Sim, or by nothing at all.

Unique Features: : Opposing reinforceable trait is Adventurous.

Once you've set your pet's initial traits, you can set the voice, and edit the biography to make a storyline for your dog.

The two buttons at the bottom of the panel are randomizer buttons. Click the Randomize Coat button (on the left) or the Randomize Face button (on the right) for unpremeditated choices.



Horses

Horse Petology

The horses paw and prance and neigh,
Fillies and colts like kittens play,
And dance and toss their rippled manes
Shining and soft as silken skeins;...

—Oliver Wendell Holmes

Nothing captures the human imagination like horses running wild and free. They are iconic figures, from hardscrabble mustangs of the Wild West to sleek sophisticated English hunters, from armored steeds bearing brave knights into battle to stout shaggy ponies who gently teach their young charges to ride.

Countless books have been written about them, and countless works of art are dedicated to them. And now, you can ride, raise, and race horses in The Sims 3!

The Horse UI

Horses are full members of the household, and are under your control. Horse icons appear to the right of the household Sims icons in the UI, along with the icons of any other household pets.

Tip

Don't forget that you can change various Game Options for your horses, such as amount of free will or length of each age group.

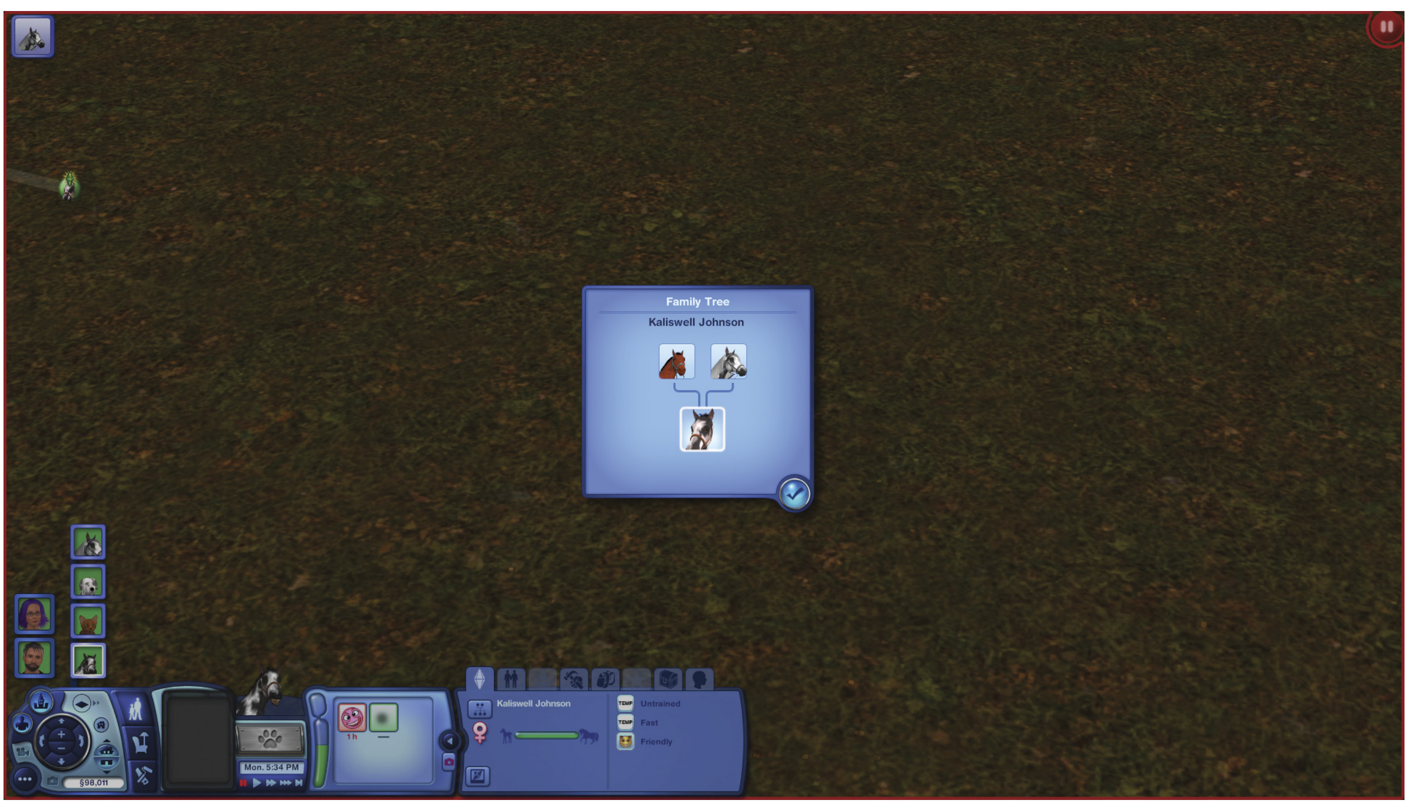
Horses have the following panels: Petology, Relationships, Careers (This tab is grayed out because pets don't have jobs), Skills, Inventory, Opportunities (This tab is grayed out because pets don't receive opportunities), Lifetime Happiness, Needs.

Tip

Pets don't have careers, and they don't receive opportunities.

Petology Tab

The Petology tab displays the horse's family tree, gender, scrapbook, age progression, and traits.



A horse family tree

Relationship Tab

The Relationship tab lists all the beings your horse knows, whether they are Sims or other pets, and shows their degree of relationship. As with the Relationship panel for Sims, you can sort by All, Family, Friends, or On the Lot. You can also grab the tab on the right and stretch the panel to show more relationships.

Note

Horses don't have co-workers, so you cannot sort their relationships by that metric.

Pets have slightly different relationship levels than Sims do. Rather than Aquaintance, pets who know another Sim slightly show them as a Familiar Sim. There can also be Familiar Cat, Familiar Dog, and Familiar Horse relationships. Pets also have access to the Best Friend Forever relationship level, and can bestow it upon favored Sims or other pets. Pets are also considered Mates if the Mate relationship was set in Create a Sim, or if they have bred.

Note

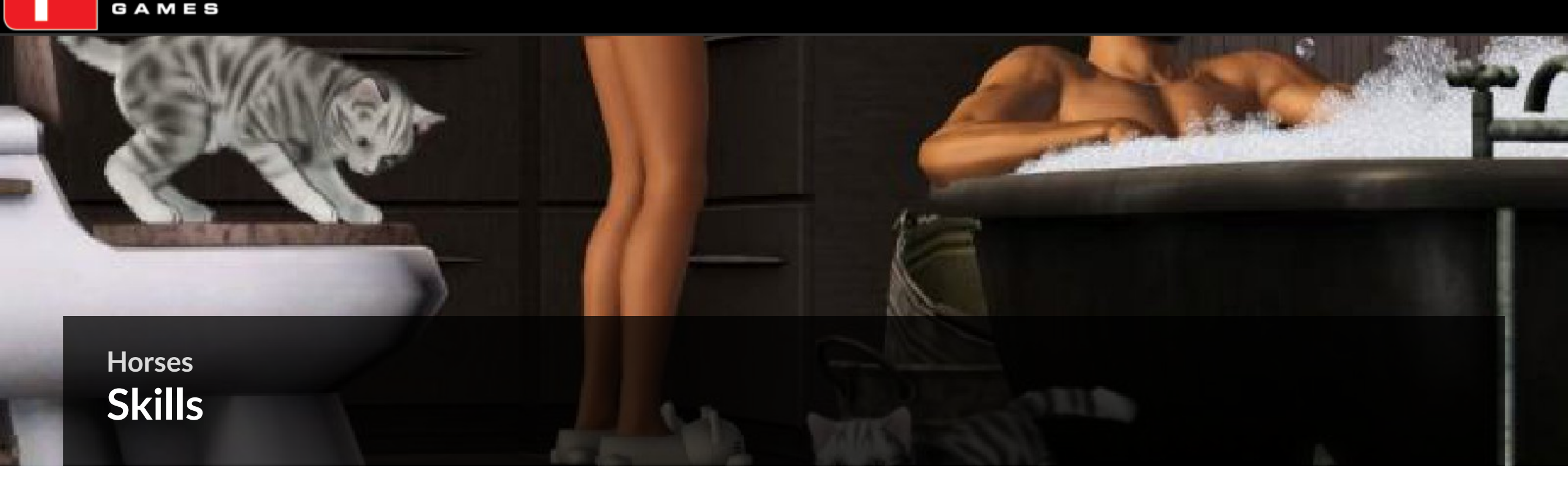
If a horse with a foal mates with another horse, that new horse becomes the foal's stepfather. When the foal grows up, it cannot mate with that horse. Don't think you can breed your young mare to your stud, even if that stud isn't your mare's biological father.

Careers Tab

Horses don't have careers, so the Career tab is grayed out on the pet display.

Note

Sims with the Equestrian trait will be the closest to their horses. They build LTR with horses faster, learn to ride sooner, and teach their horses to race and jump faster. They get the Horse Playtime! positive moodlet when interacting with horses.



Skills

Pets don't have jobs.

Horses have two skills: Racing and Jumping. And Sims who ride horses quickly develop the Riding skill. As with all previous skills, these appear in the Skills tab as a series of 10 bubbles. If you hover the cursor over a skill, a tooltip pops up with an explanation of the skill and a bar showing the progress of that skill. Click on the icon to the right of the skill to open the Skill Journal.

Note

There are no skill books for pet skills. Pets can't read! Nor are there classes pets can take to improve their skills. Fortunately their guardians can help train them, and they can also learn by doing.

Jumping Skill

The Jumping skill allows horses to jump over obstacles and compete in Show Jumping Competitions. And if they also have the Racing skill, they can compete in Cross-Country Competitions.

Horses can learn to jump on their own, but they rarely do this autonomously. They'll learn much faster when directed by their rider, especially if that Sim has high level Riding skill or the Equestrain trait. The easiest way to learn the Jumping skill is by training on the Cavaletti Jump Trainer object, because it's always successful. But if a horse gets lucky and successfully jumps any jump object, that will build skill. Participating in Show Jumping competitions also builds skill.

As the horse gains Jumping skill, and the rider gains Riding skill, they can attempt jumps over increasingly difficult objects. At first the horse might balk at a jump, or even throw the rider. But as horses gain skill, they become more adept until they can jump even the toughest obstacles flawlessly.

A horse can only train for so long before becoming fatigued. When fatigued, the horse cannot continue gaining skill. Take a break when your horse gets tired.

Tip

Horses with the Agile trait make excellent jumpers.

Jumping Skill Progression

There are 10 levels of Jumping skill. As a horse progresses, different options unlock.

Level 0: Horse can enter Beginner-level Show Jumping competitions (if the rider also has enough skill). Horse can enter Beginner-level Cross-Country competitions (if Racing skill is also high enough).

Level 1: Unlocks the Jumping Saddle Outfit.

Level 3: Horse can enter the Advanced-level Show Jumping competitions (if the rider also has enough skill).

Horse can enter the Advanced-level Cross-Country competitions (if Racing skill and rider's skill levels are high enough).

Level 5: Unlocks the Nothing But Air positive moodlet from highly successful jumps.

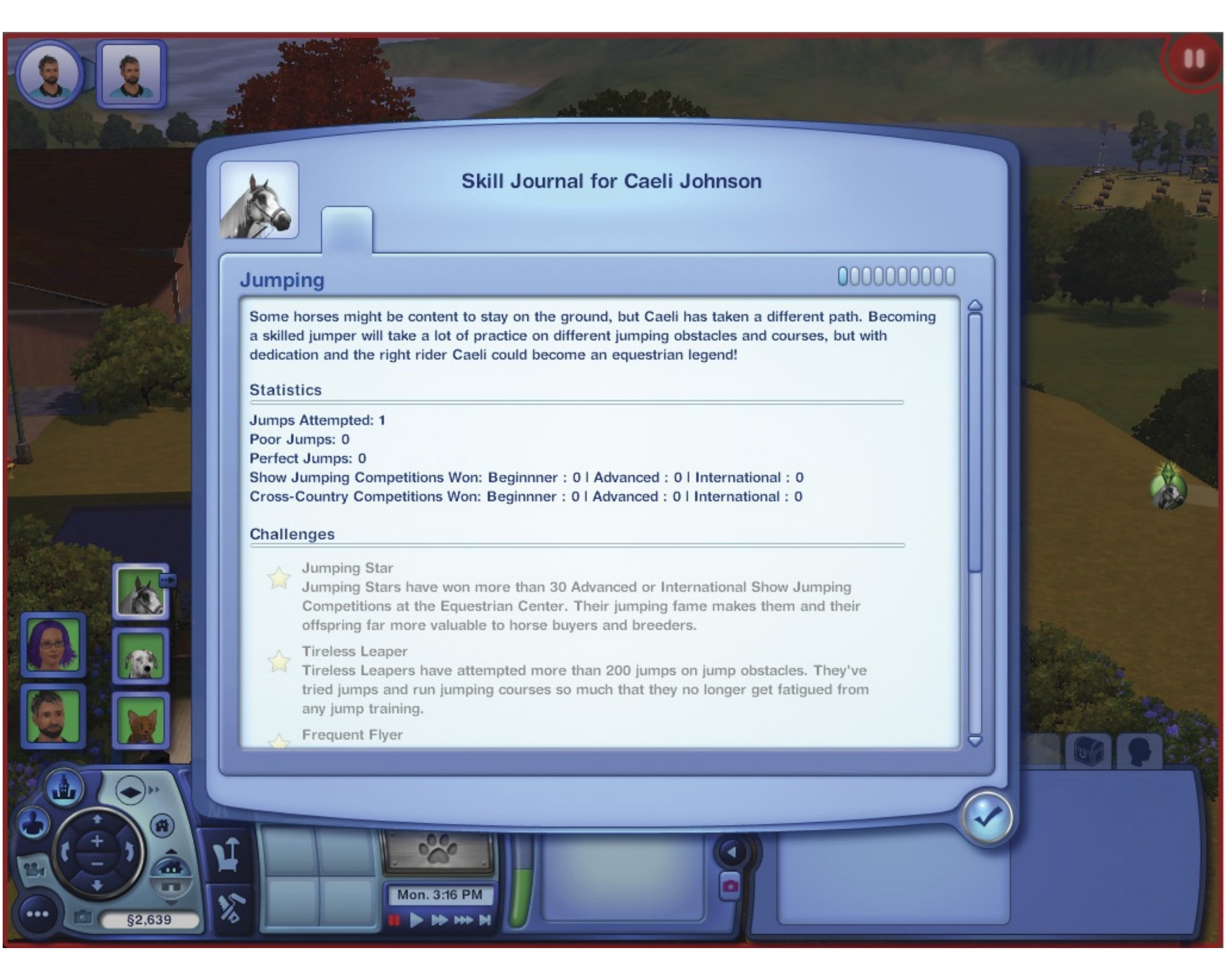
Level 7: Horse can enter the International-level Show Jumping competitions (if the rider also has enough skill). Horse can enter the International-level Cross-Country competitions (if Racing skill and rider's skill levels are high enough).

As horses gain levels, they can train for longer before becoming fatigued. And of course, the higher level the horse and rider are, the more likely they are to win competitions.

Tip

The Saddle interaction on your horse lets you saddle and unsaddle your horse, or edit the saddle. When you unlock a new saddle options, go make your own custom design!

Jumping Skill Journal



Skill Journal for Caeli Johnson

Jumping

Some horses might be content to stay on the ground, but Caeli has taken a different path. Becoming a skilled jumper will take a lot of practice on different jumping obstacles and courses, but with dedication and the right rider Caeli could become an equestrian legend!

Statistics

Jumps Attempted: 1
Poor Jumps: 0
Perfect Jumps: 0
Show Jumping Competitions Won: Beginnner : 0 | Advanced : 0 | International : 0
Cross-Country Competitions Won: Beginnner : 0 | Advanced : 0 | International : 0

Challenges

Jumping Star
Jumping Stars have won more than 30 Advanced or International Show Jumping Competitions at the Equestrian Center. Their jumping fame makes them and their offspring far more valuable to horse buyers and breeders.

Tireless Leaper
Tireless Leapers have attempted more than 200 jumps on jump obstacles. They've tried jumps and run jumping courses so much that they no longer get fatigued from any jump training.

Frequent Flyer

The Jumping Skill Journal shows the description of the skill: Some horses might be content to stay on the ground, but <horsename> has taken a different path. Becoming a skilled jumper will take a lot of practice on different jumping obstacles and courses, but with dedication and the right rider, <horsename> could become an equestrian legend.

Then it shows the Jumping statistics: Jumps Attempted, Poor Jumps, Perfect Jumps, Show Jumping Competitions Won: Beginner / Advanced / International, Cross-Country Competitions Won: Beginner / Advanced / International.

And lists the Jumping skill–related Challenges:

Jumping Star

Jumping Stars have won more than 15 Advanced or International Show Jumping Competitions at the Equestrian Center. Their jumping fame makes them and their offspring far more valuable to horse buyers and breeders.

Tireless Leaper

Tireless Leapers have attempted more than 100 jumps on jump obstacles. They've tried jumps and run jumping courses so much that they no longer get fatigued from any jump training.

Frequent Flyer

Frequent Flyers have made more than 50 perfect jumps over jumping obstacles. They've become so confident in their jumping abilities that they'll never refuse a jump, no matter how daunting.

Finally, at the very bottom is a panel showing that horse's riders, with their Riding skill level, relationship, and the number of competitions and jumps they've made riding that horse.

See the Horse Competitions section, following, for a discussion of the different competitions.

Racing Skill

Does your horse have what it takes to become the next Seabiscuit or Man O' War? Train her to race and find out!

Tip

Horses with the Fast trait make the best racehorses.

To start training your horse to race, just start riding around or practice on the Dashing Training Posts objects, either on by placing the object on your own lot or by using the one at the horse park. You can also direct your horse to Gallop Around or Train for Racing (on the training post object).

Note

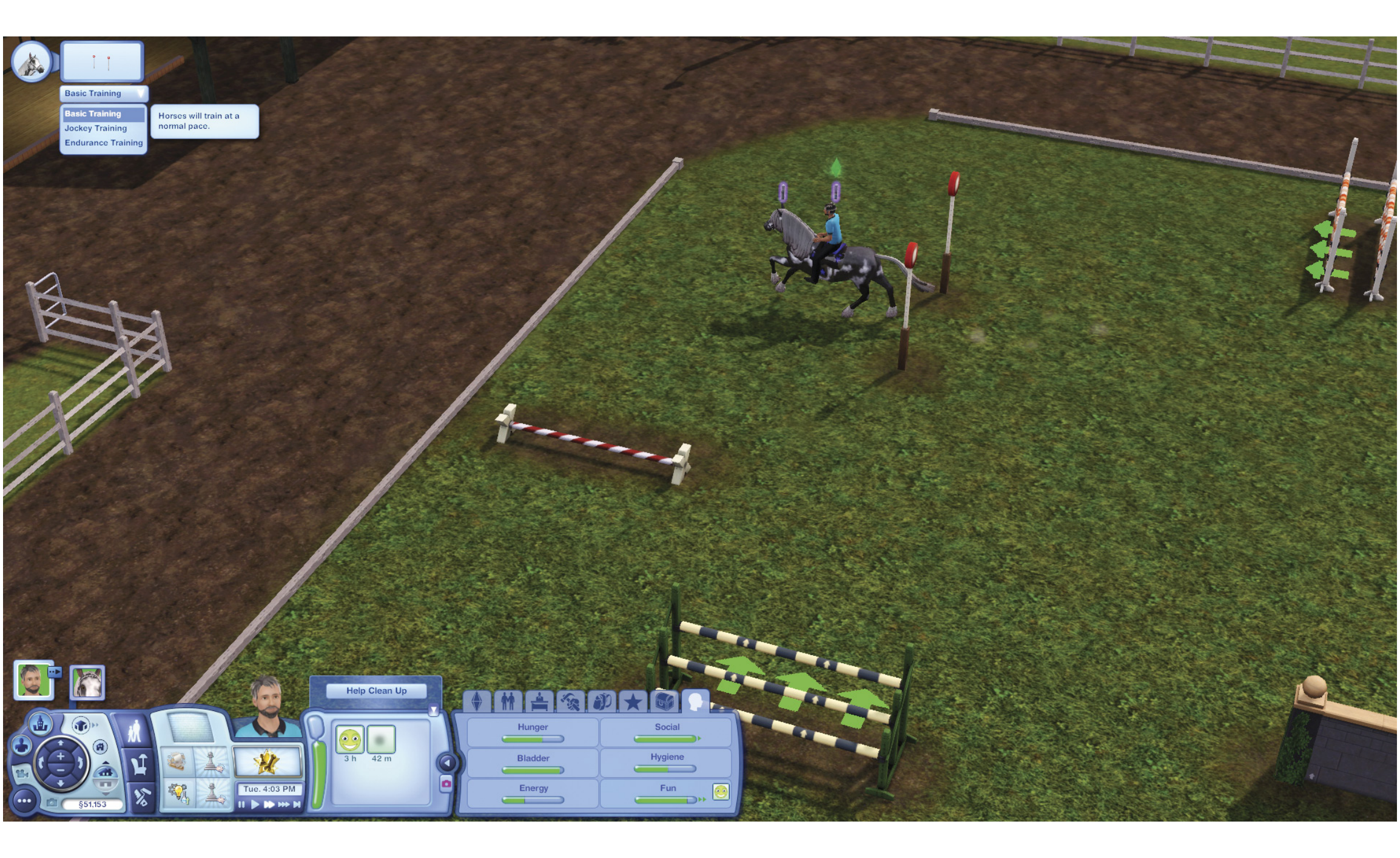
If your Sim's Riding skill is low, you can only walk a horse. Improve the Sim's Riding skill to gain access to faster gaits.

As with the Jumping skill, horses become fatigued when they train. In fact, both the Jumping and Racing skills share this fatigue, so don't think that when your horse is tired of racing, you can teach jumping. Give your horse a rest!

Note

As your horses get better at racing, they get faster gallop speeds.

Tones



When you're training your horse on the Dashing Training Post object, you have access to different tones. At first you only have the Basic Training option, but as your skill improves, you gain access to Jockey Training, which improves the rider's Riding skill, and Endurance Training, which allows the horse to work out for longer before becoming fatigued. At level 6 you gain access to Hard Gallop which makes for faster skill gain but the horse gets tired and thirsty faster. At level 8, you get Perfect Pace which allows the best skill gain rate.

Racing Skill Progression

Level 0: Horse has first level o gallop speed. Horse can enter Beginner-level Racing competitions (if the rider also has enough skill). Horse can enter Beginner-level Cross-Country competitions (if Jumping skill is also high enough).

Level 1: Unlocks Racing Saddle Outfit.

Level 3: Horse can enter Advanced-level Racing competitions (if the rider also has enough skill). Horse can enter Advanced-level Cross-Country competitions (if Jumping skill is also high enough).

Level 4: Horse gains second level of gallop speed.

Level 5: Training for Racing earns the horse the Pumped Pony positive moodlet.

Level 7: Horse can enter International-level Racing competitions (if the rider also has enough skill). Horse can enter International-level Cross-Country competitions (if Jumping skill is also high enough).

Level 10: Horse gains third level of gallop speed.

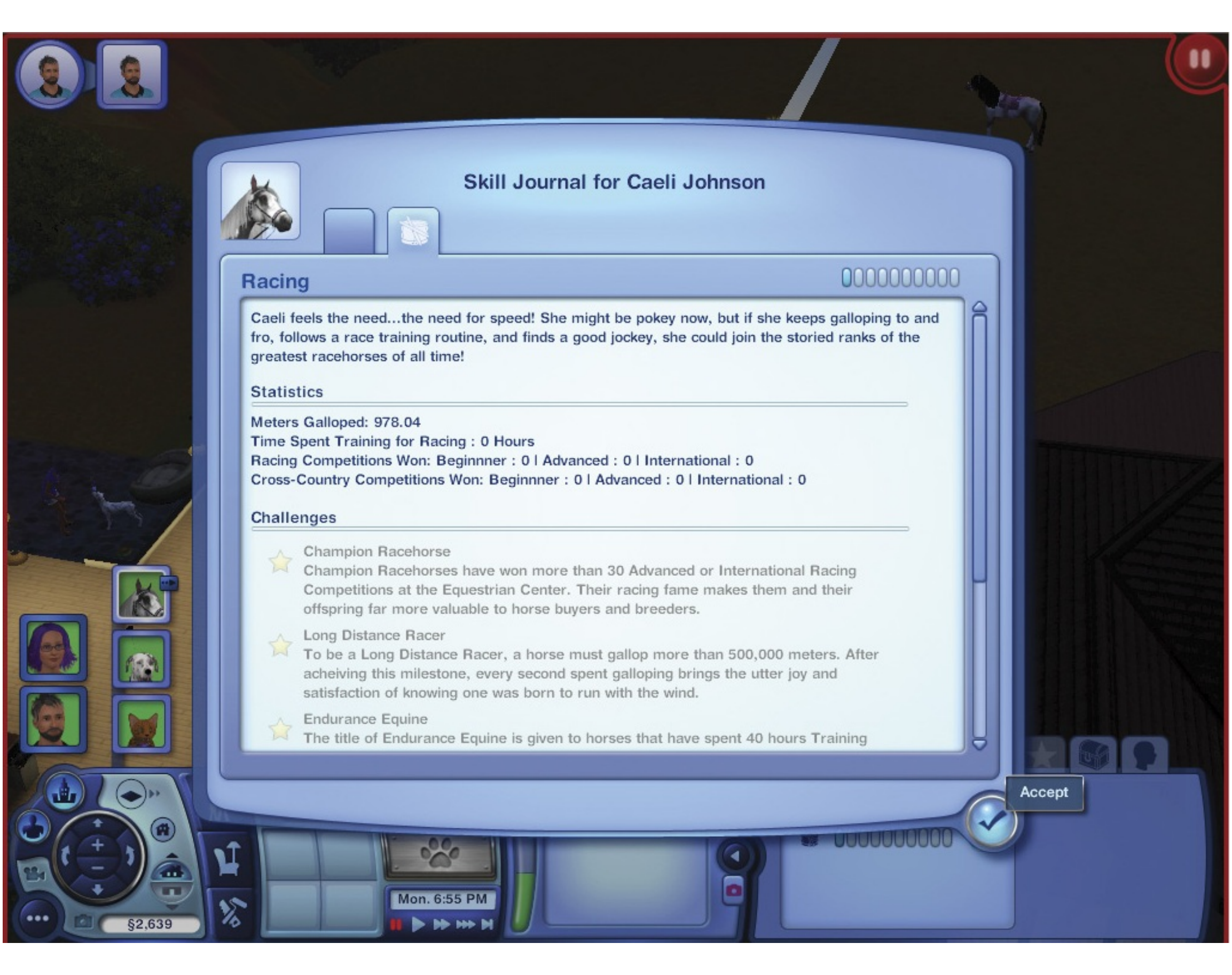
Note

When a horse earns a new gallop speed, it supplants the old speed. You cannot choose between gallop speeds.

Tip

The higher the Sim's Riding skill, the faster the horse learns the Racing or Jumping skills. This means a Sim with high Riding skill can become an excellent horse trainer.

Racing Skill Journal



Skill Journal for Caeli Johnson

Racing

Caeli feels the need...the need for speed! She might be pokey now, but if she keeps galloping to and fro, follows a race training routine, and finds a good jockey, she could join the storied ranks of the greatest racehorses of all time!

Statistics

Meters Galloped: 978.04
Time Spent Training for Racing : 0 Hours
Racing Competitions Won: Beginnner : 0 | Advanced : 0 | International : 0
Cross-Country Competitions Won: Beginnner : 0 | Advanced : 0 | International : 0

Challenges

Champion Racehorse
Champion Racehorses have won more than 30 Advanced or International Racing Competitions at the Equestrian Center. Their racing fame makes them and their offspring far more valuable to horse buyers and breeders.

Long Distance Racer
To be a Long Distance Racer, a horse must gallop more than 500,000 meters. After acheiving this milestone, every second spent galloping brings the utter joy and satisfaction of knowing one was born to run with the wind.

Endurance Equine
The title of Endurance Equine is given to horses that have spent 40 hours Training

The Racing Skill Journal shows similar statistics. It starts with the Racing skill description: <horsename> feels the need...the need for speed. She might be pokey now, but if she keeps galloping to and fro, follows a race training routine, and finds a good jockey, she could join the storied ranks of the greatest racehorses of all time.

Racing challenges:

Champion Racehorse : Champion Racehorses have won more than 15 Advanced or International Racing Competitions at the Equestrian Center. Their racing fame make them and their offspring far more valuable to horse buyers and breeders.

Long Distance Racer : To be a Long Distance Racer, a horse must gallop more than 8,000 meters. After achieving this milestone, every second spent galloping brings the utter joy and satisfaction of knowing one was born to run with the wind.

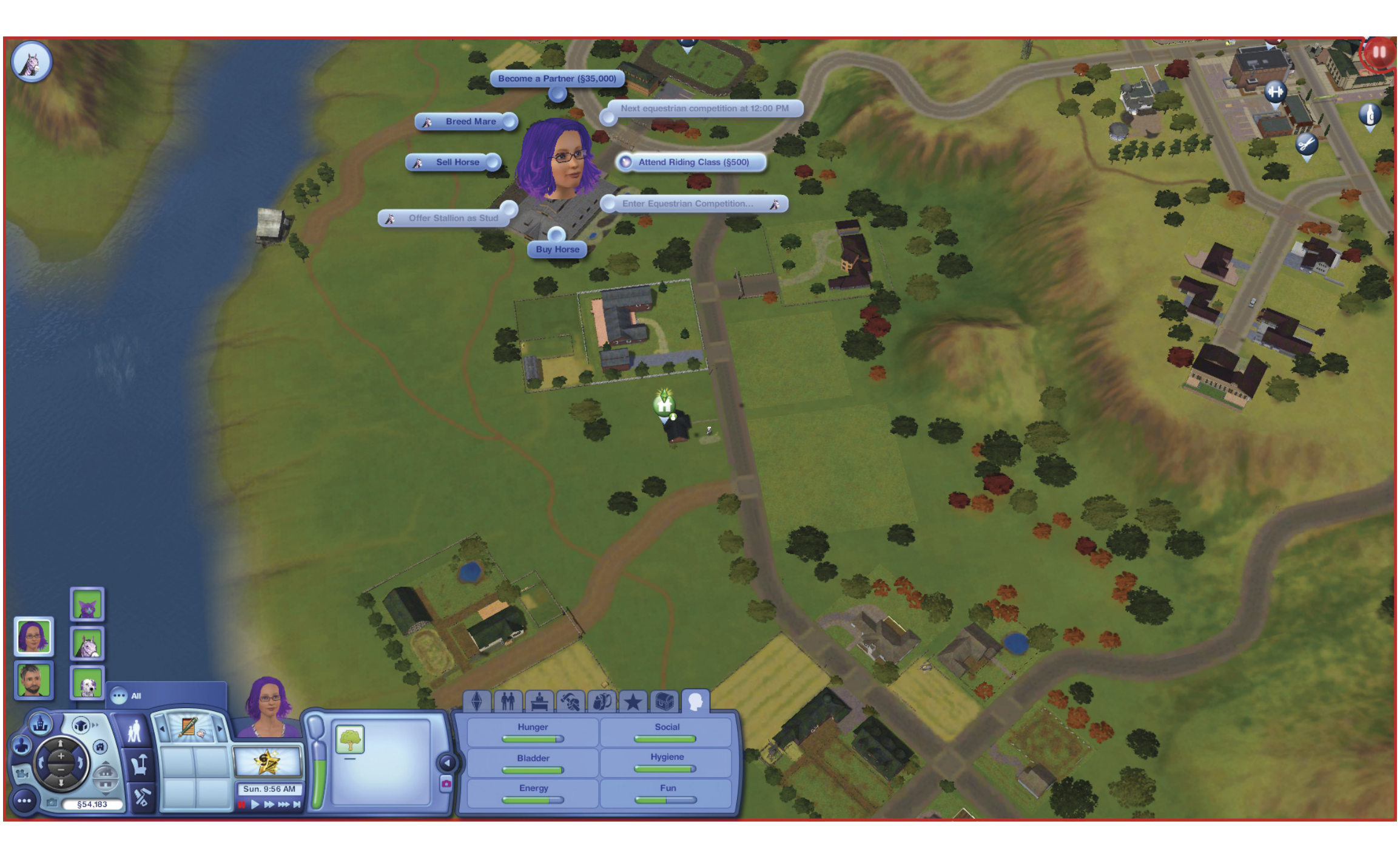
Endurance Equine : The title of Endurance Equine is given to horses that have spent 12 hours Training for Races. These horses have built up their endurance to the point that they no longer get fatigued from race training.

Tip

Highly skilled race horses have a very fast gallop speed. This makes them an excellent form of transportation, especially if you're going cross country, such as when searching for collectables.

Riding Skill

Obviously, Riding skill is a Sim skill. But it's inextricably linked to horses, so we cover it here. Sims can learn to ride in the usual ways: by practicing, by reading a book, and by taking a class. As a Sim's Riding skill improves, new interactions become available. Sims can start earning serious Simoleons in competitions, receive lucrative opportunities to demonstrate riding on community lots, train other Sims' horses, and even tame wild horses. If you plan to spend much time around horses, start training your Sims' Riding skill right away.


Become a Partner (§35,000)
Breed Mare
Sell Horse
Offer Stallion as Stud
Buy Horse
Attend Riding Class (§200)
Enter Equestrian Competition...

The Riding skill class at the Equestrian Center will give you a big boost on the Riding skill.

Increase your Riding skill by just riding your horse around (faster gaits give extra skill increases), training for jumping, jumping objects, training for racing, and entering competitions.

The higher a Sim's Riding skill, the better they are at mounting and dismounting. Novice riders sometimes mount the horse backward, and look puzzled until they figure it out. Skilled riders also can ride longer before getting the painful Saddle Sore negative moodlet.

Advancing in Riding skill also means that Sim gets better at training their horses. Horses ridden by Sims with high Riding skill gain Jumping and Racing skills faster.

Skill Progression

Level 0: Walk gait available

Level 1: Trot gait becomes available

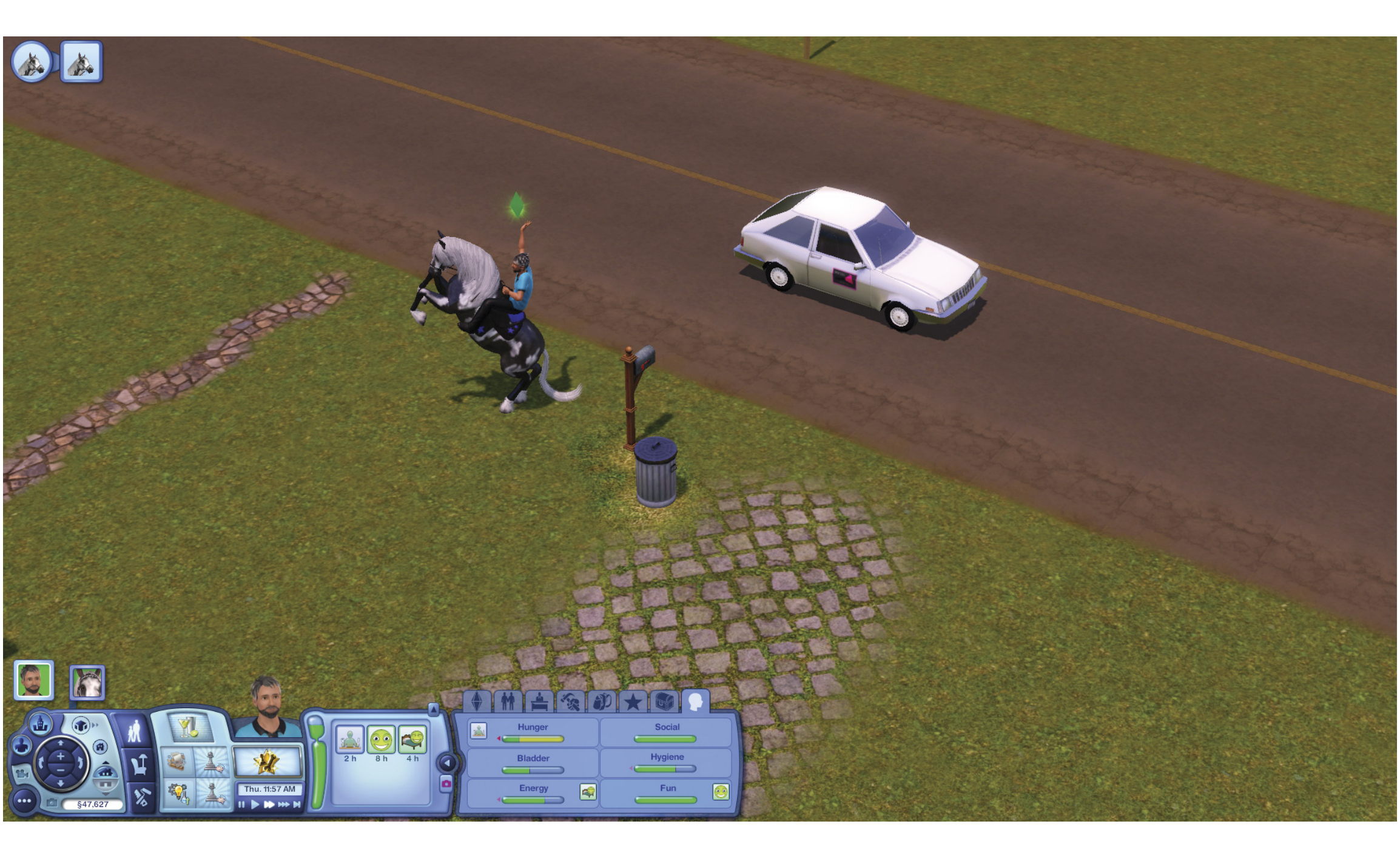
Level 2: Gallop gait becomes available. Train for Racing interaction becomes available. Can enter Racing competitions at the Equestrian Center

Level 3: Can enter Jumping competitions at the Equestrian Center

Level 5: Can ride bareback

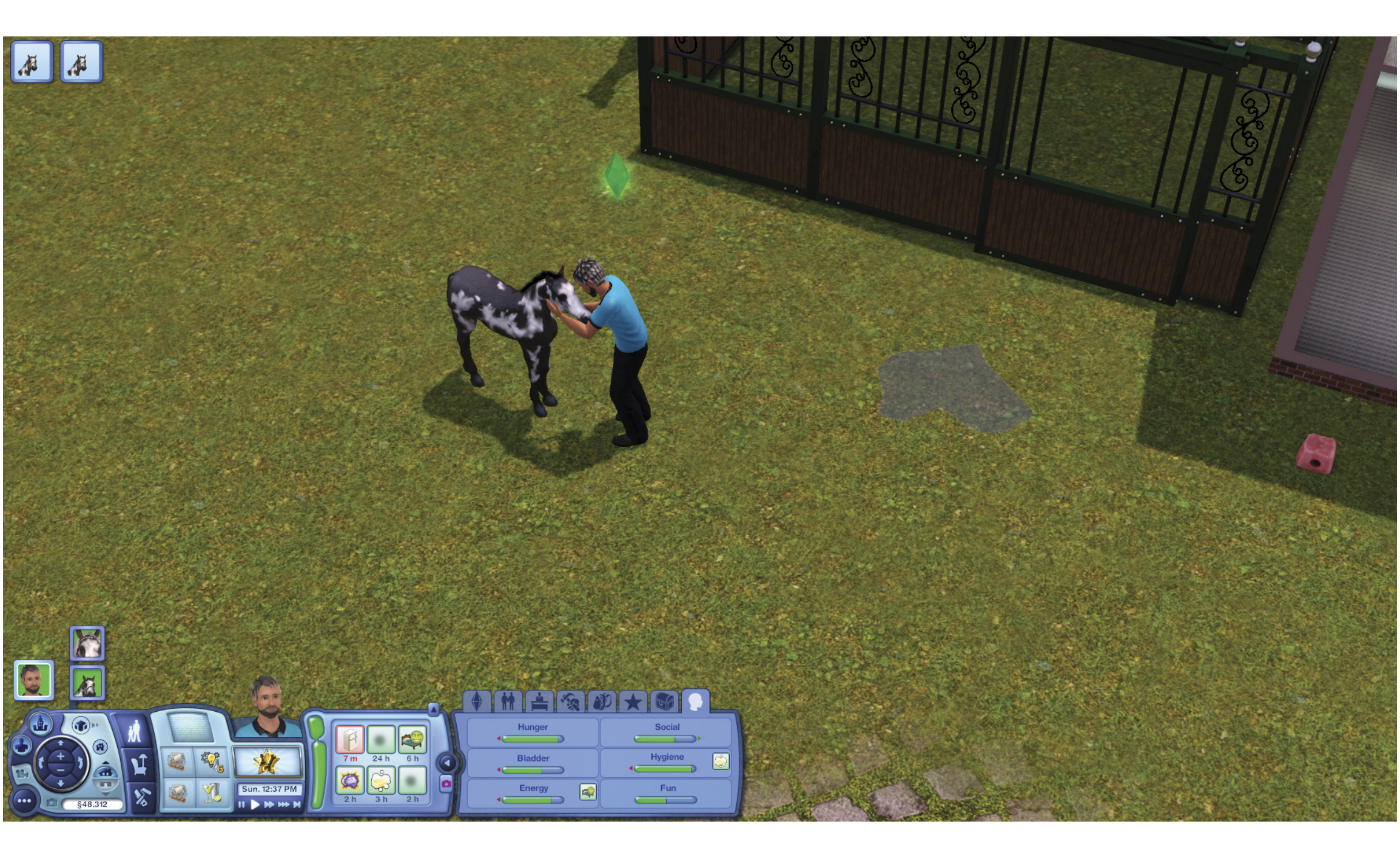
Level 6: Can enter Cross-Country competitions at the Equestrian Center

Level 7: Gain access to the Heroic Pose interaction.



Level 8: Gain access to the Adopt a Wild Horse social.

Level 10: Gain access to the Whisper to (Horse) social.



Riding Skill Journal

As you would expect, the Riding Skill Journal starts with the description: <Simname> has decided to see life from the back of a horse! It takes more than a rear end to sit in the saddle, but after a little riding time with a patient four-legged partner, <Simname> will soon be blazing trails, leaping gates, and training horses like a pro.

Statistics tracked in the Skill Journal are: Successful Jumps, Number of Best Friend Horses, Racing Competitions Won: Beginner / Advanced / International, Show Jumping Competitions Won: Beginner / Advanced / International, Cross-Country Competitions Won: Beginner / Advanced / International, Wild Horses Adopted,

Riding Skill Challenges:

Equestrian Champion : Equestrian Champions have won at least 20 Equestrian Center competitions at the Advanced or International level. They are so well-known in the racing world that they receive extra prize money from sponsorships at every competition they win.

Mustang Master: Mustang Masters have adopted at least 3 wild horses, so they know how to bring out the best in a horse. When a Mustang Master adopts a wild horse, he can choose some of the horse's traits.

Horse Friend : Horse Friends have been Best Friends with at least 10 horses. They're at ease around their equine buddies, and the horses know it. Horses rarely shy away from being handled by a Horse Friend.

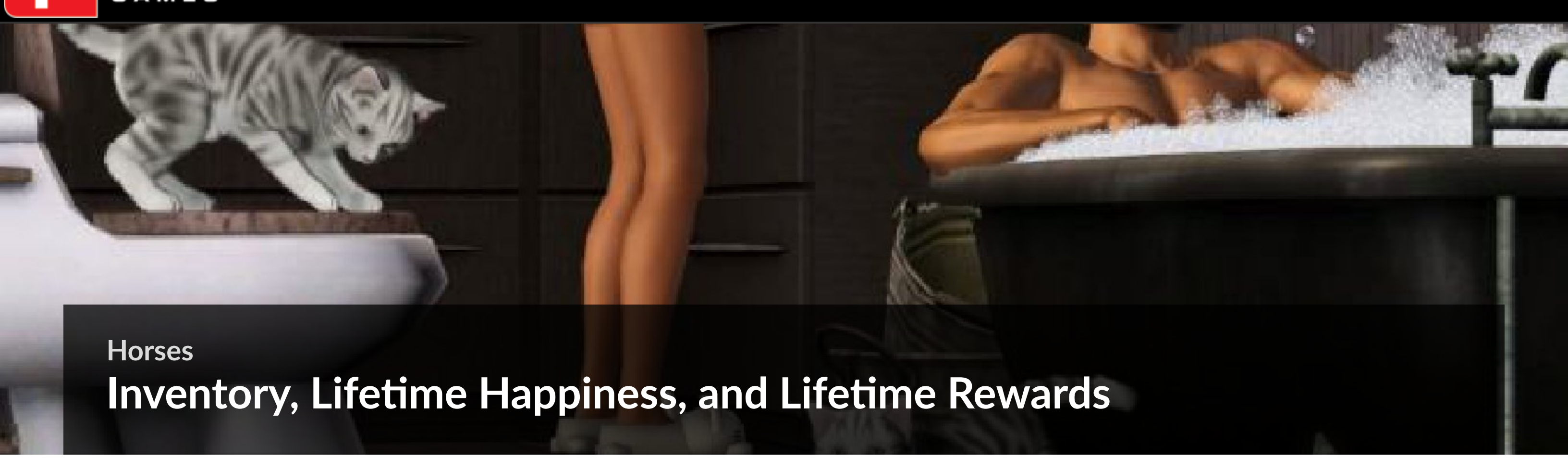
Rider of Legends : To become a Rider of Legends, a Sim must win all three types of Equestrian Center competitions at the International level. For their dedication to the art of horsemanship, these Sims receive a truly epic equine statue.

Finally, a panel at the bottom of the Skill Journal lists each horse, with Racing and Jumping skill levels and number of each type of competitions won.

If you have Ambitions *installed, you can sign up for the Horseman/Horsewoman Profession once you gain at least one level of Riding skill.*

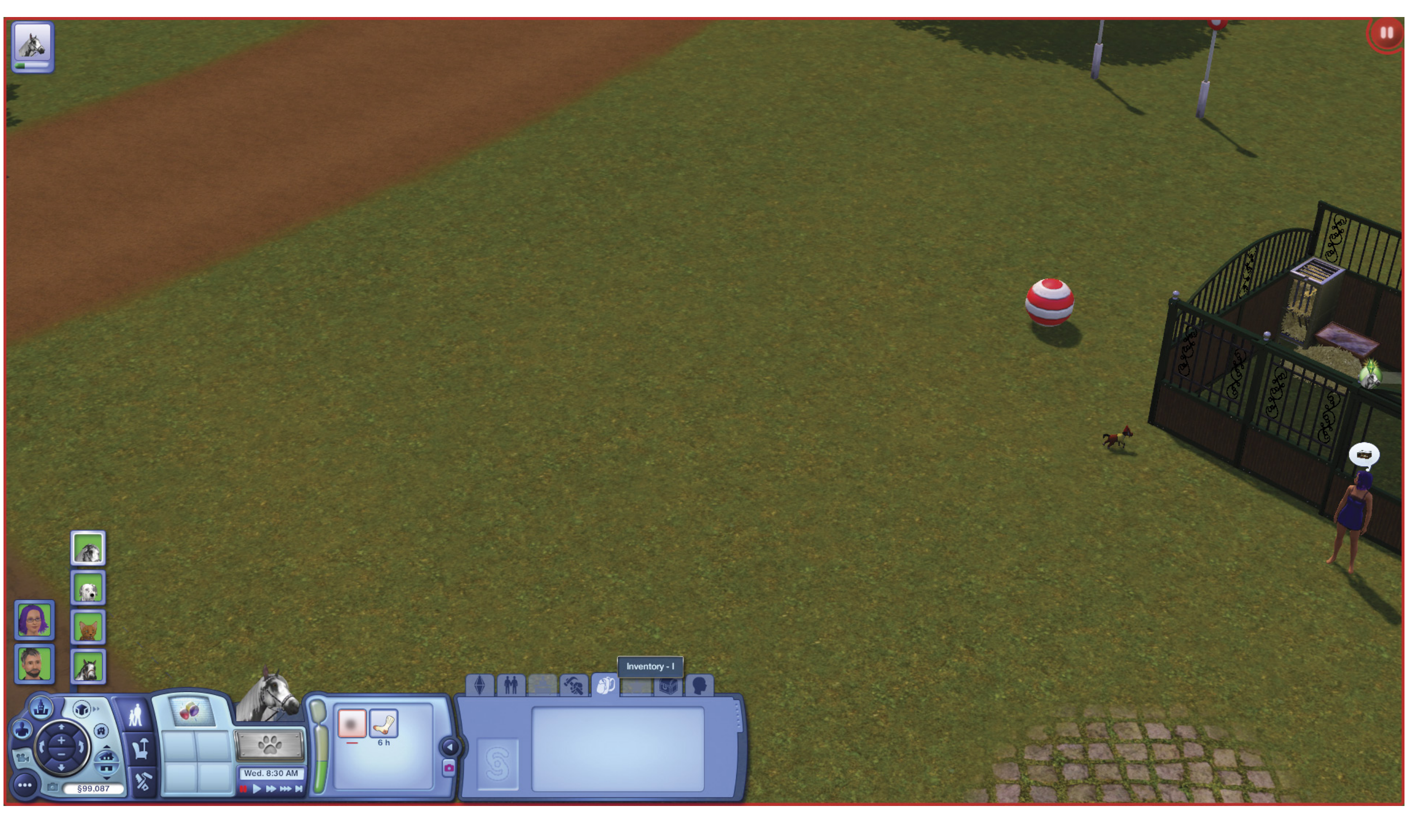
Tip

When something (dogs, fire, etc.) scares a horse they get the Spooked! or Panicked! moodlets. Nervous horses are more likely to spook or panic. Use the Calm Down social to soothe your horse.



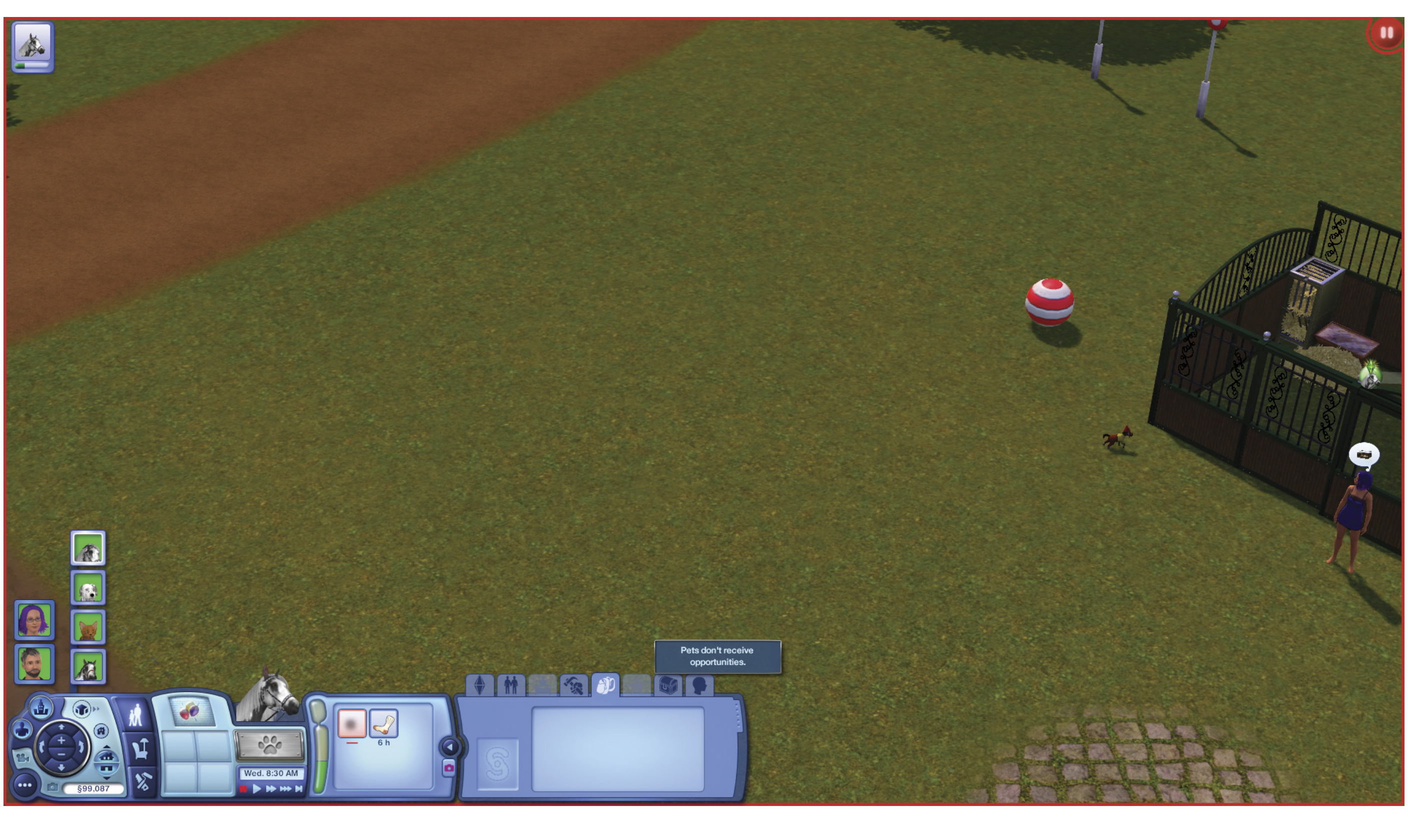
Inventory, Lifetime Happiness, and Lifetime Rewards

Inventory


Inventory - I
Wed. 8:30 AM
§99,087
6 h

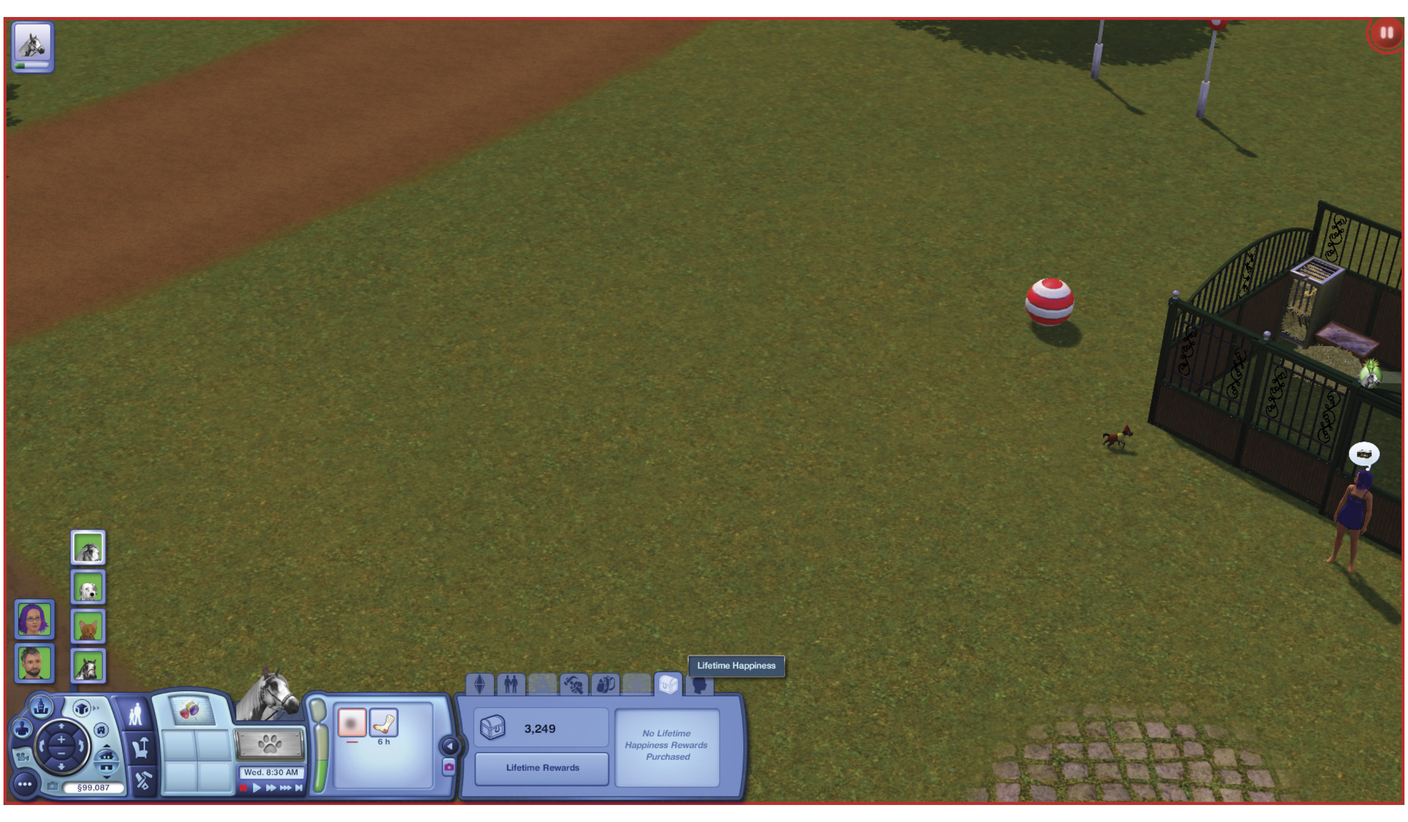
Pets have inventory? Yes they do. There isn't much your horse is likely to carry around, but if they do, this is where it can be found.

Opportunities

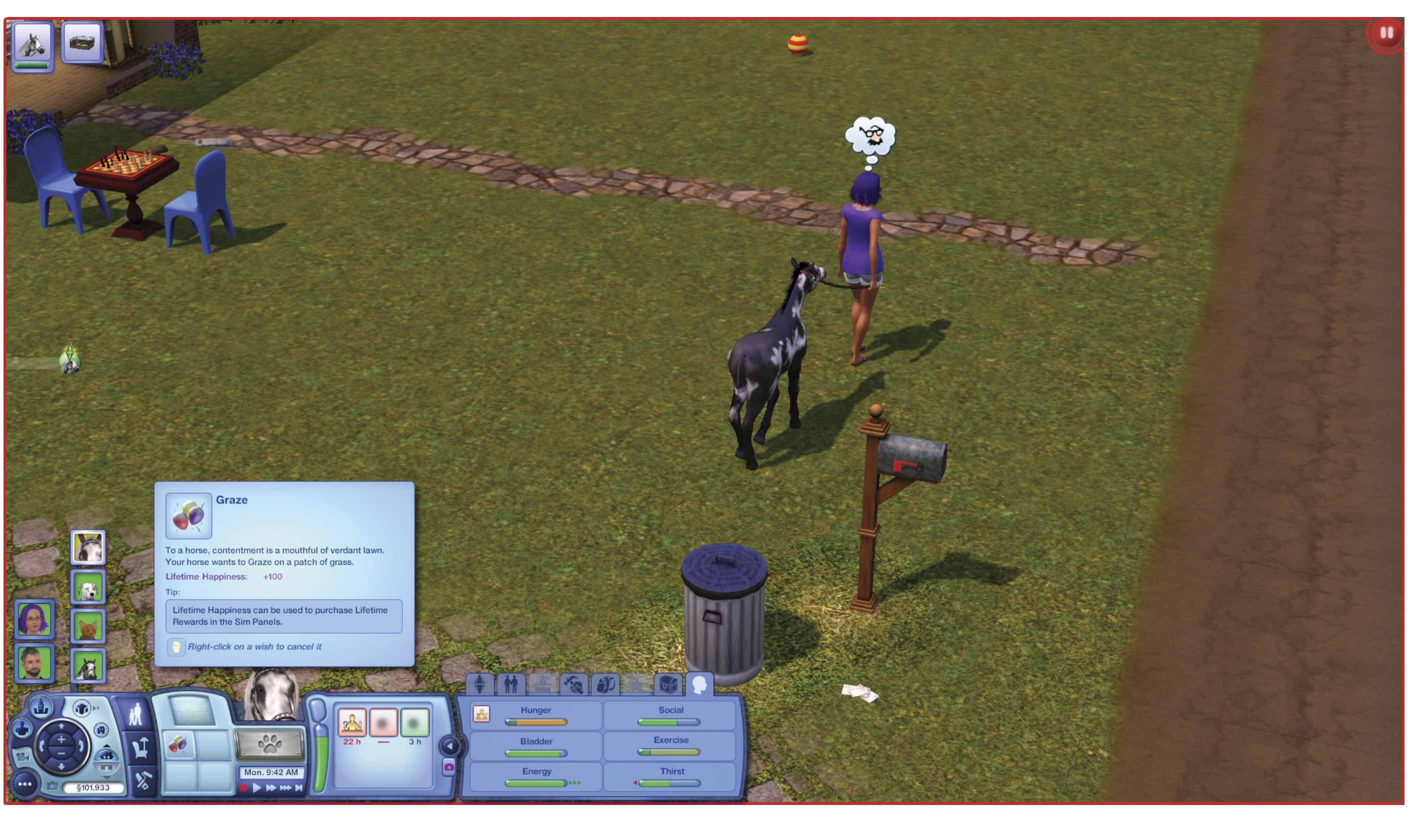

Pets don't receive opportunities.

This tab is grayed out because pets don't receive opportunities.

Lifetime Happiness and Lifetime Rewards


Lifetime Happiness
3,249
Lifetime Rewards
No Lifetime Happiness Rewards Purchased
Wed. 8:30 AM
§99,087
6 h

Pets don't have Lifetime Wishes, but they get wishes just like Sims do. Many wishes are pretty easy to grant, while some might take a little more time. For example, a horse might wish to graze, and that's an easy one. Chomp a little grass and voila! The horse is happy. Or the horse might wish to win an Advanced Jumping competition. That will take more work and time to accomplish, but the reward, in Lifetime Happiness points, will be higher. Pets have the same mood meter as Sims, and when that meter is green up to the bubble on the top, pets earn Lifetime Happiness points just like Sims do. Happy, well-tended pets can earn some pretty cool Lifetime Rewards.


Graze

To a horse, contentment is a mouthful of verdant lawn. Your horse wants to Graze on a patch of grass.

Lifetime Happiness: +100

Tip:

Lifetime Happiness can be used to purchase Lifetime Rewards in the Sim Panels.

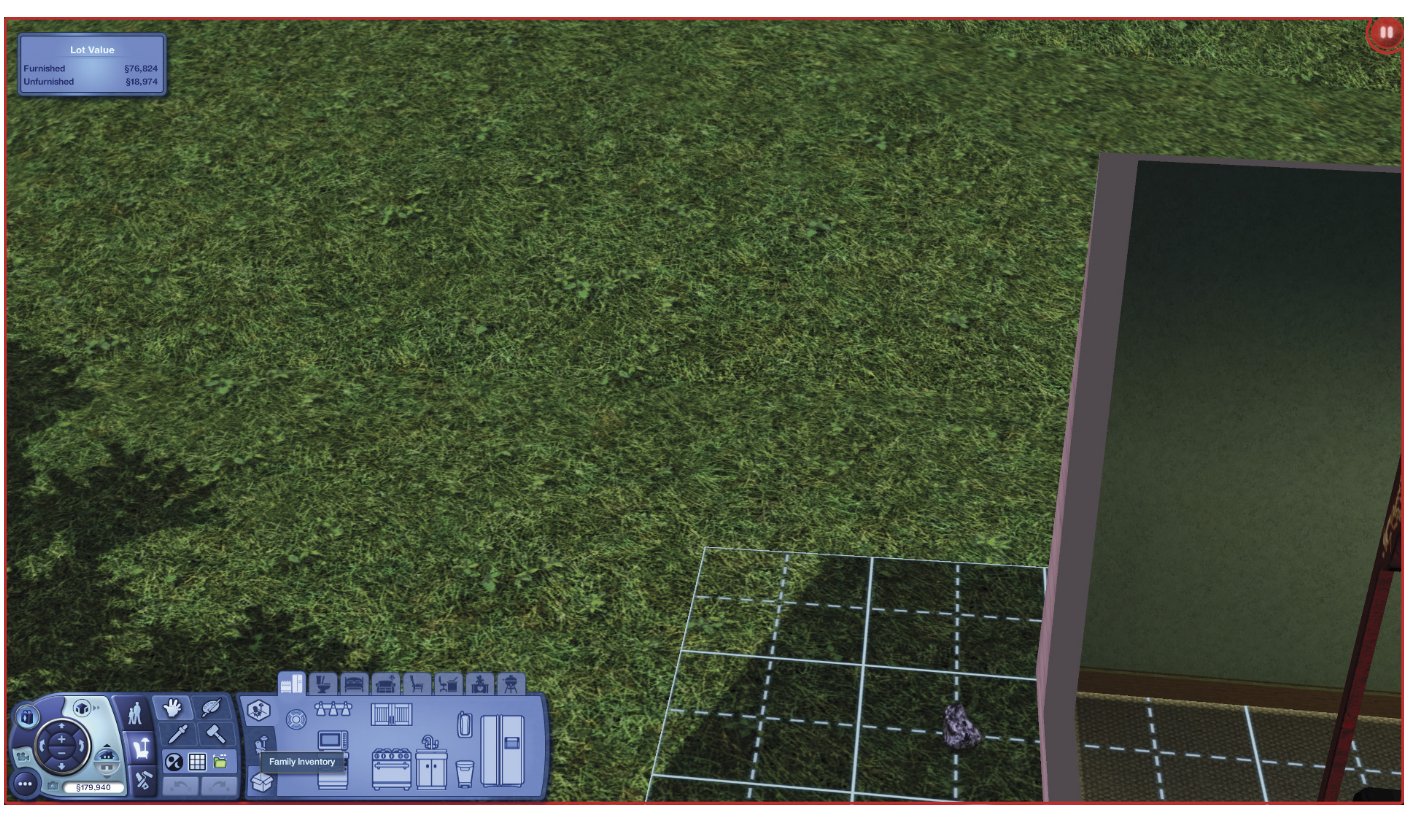
Right-click on a wish to cancel it

Hunger
Social
Bladder
Exercise
Energy
Thirst
Mon. 9:42 AM
§101,933
22 h
3 h

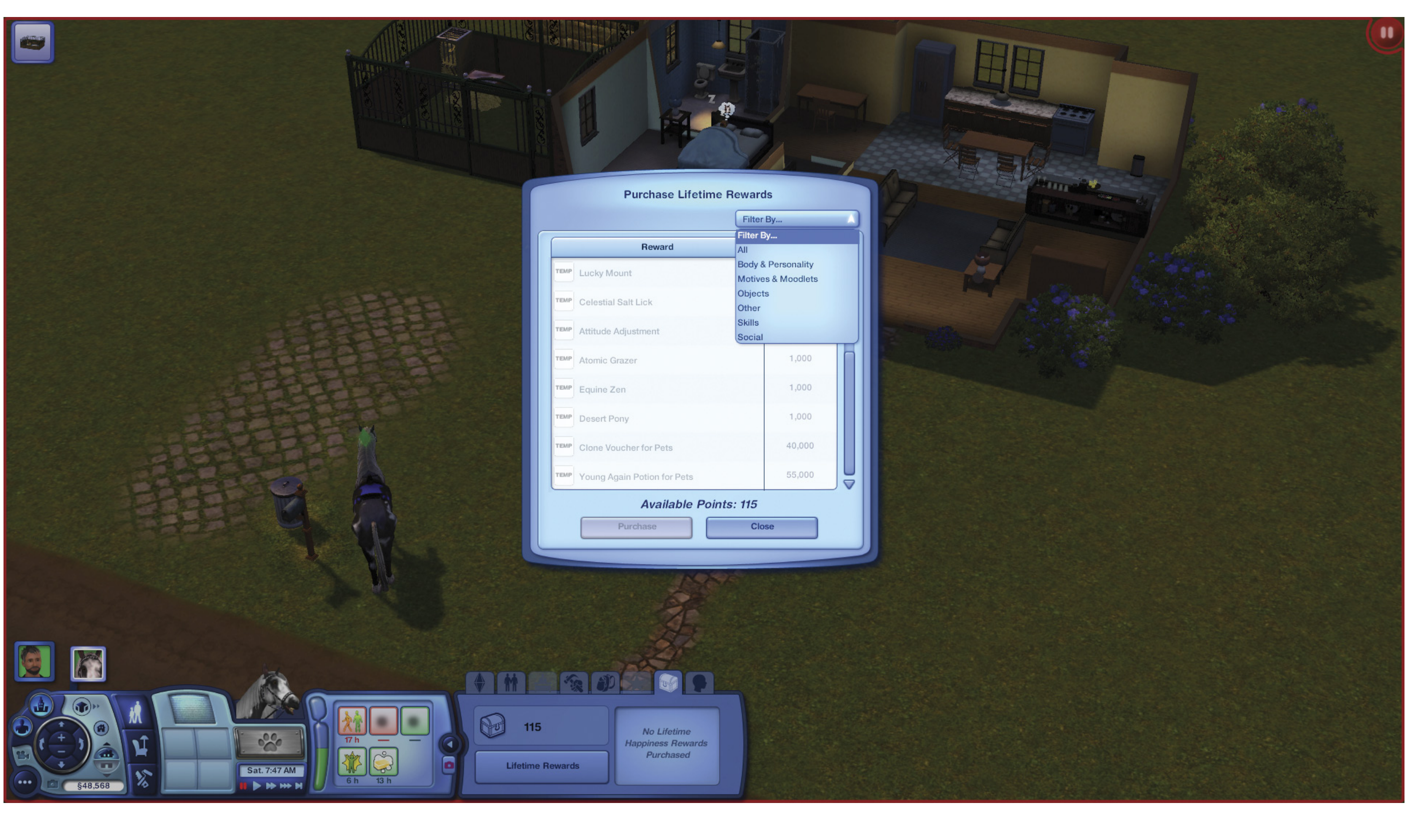
A hungry horse might wish to graze.

Horse Lifetime Rewards

Name	Points Required	Description
Fearless Foals	5,000	Foals can venture away from their mother's grasp without feeling sad or lonely.
Friend of the Herd	8,000	Be the most popular horse in town. Wild horses are often attracted to your lot.
Atomic Grazer	8,000	Gain the ability to graze on any type of surface.
Steel Bladder for Pets	8,000	Never again worry about those fretful accidents. Pets with the Steel Bladder lose the urge to pee.
Lucky Mount	8,000	Riders of this horse are often showered with good luck.
Gardener's Delight	10,000	Make your box stalls as eco-friendly as possible. Fertilizer from box stalls used by this horse are always of the finest quality.
Beloved Animal	10,000	Your pet gains more social fulfillment from interacting with humans.
Desert Pony	10,000	An ability often taught in the arid lands of Al Simhara but can now be bestowed on your horse. Quenching your horse's thirst will occur less often.
Equine Zen	12,000	Your horse will be able to channel its inner strength more efficiently. With this reward, exercise motives refill much faster.
Attitude Adjustment	15,000	Have you ever wondered how your favorite pet would be if he were loud instead of quiet or neat instead of piggy? Go ahead and choose new traits for your pet.
Super Smart Pet	15,000	Your pet becomes super smart and responds to praising and scolding much more.
Celestial Salt Lick	20,000	A little taste of paradise disguised in the form of a sparkling salt lick. It refills both hunger and thirst.
Self Cleaning Box Stall	25,000	Every pet deserves a clean place to live. Give your horse a box stall that never needs to be cleaned.
Clone Voucher	35,000	The pet that purchases this reward gets a Clone Voucher. Redeem it at the science facility to have a young clone of your pet join your household! You cannot purchase this reward if your household is full.
Young Again Potion for Pets	50,000	This potion will magically turn back the time on your pet's life. Here's to starting over!


Lot Value
Furnished §76,824
Unfurnished §18,974
Family Inventory
§179,940

Lifetime rewards objects are placed in the shared family inventory. Click into Buy Mode and access the family inventory to find that salt lick, box stall, or clone voucher you just bought.


Purchase Lifetime Rewards

Reward	
Lucky Mount	
Celestial Salt Lick	
Attitude Adjustment	
Atomic Grazer	1,000
Equine Zen	1,000
Desert Pony	1,000
Clone Voucher for Pets	40,000
Young Again Potion for Pets	55,000

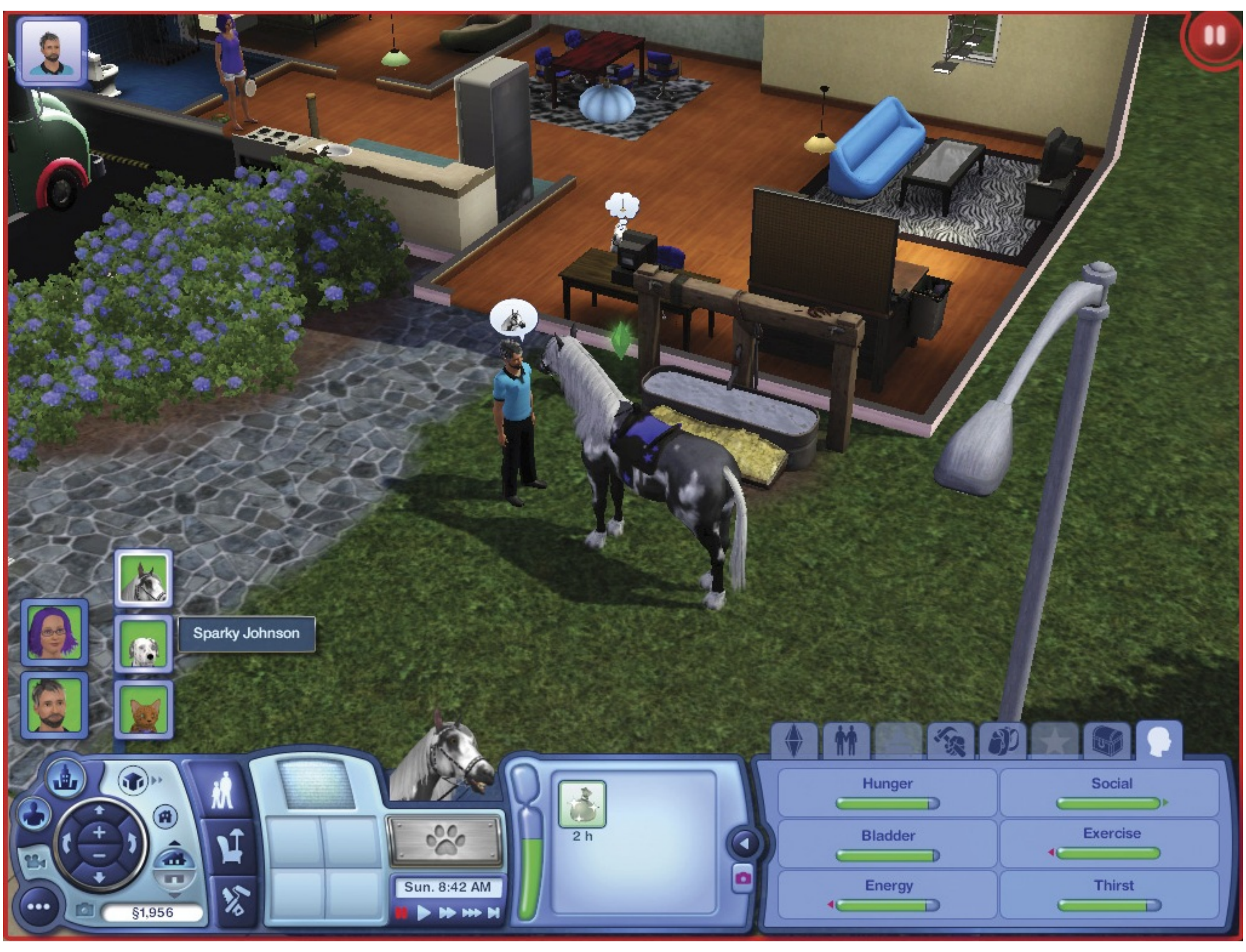
Available Points: 115

Filter By...
Filter By...
All
Body & Personality
Motives & Moodlets
Objects
Other
Skills
Social
Purchase
Close
115
Lifetime Rewards
No Lifetime Happiness Rewards Purchased
Sat. 7:47 AM
§48,568
17 h
6 h
13 h

Sort the rewards by a variety of categories.

Tip

The Celestial Salt Lick reward object gives the positive Tastes Like Paradise moodlet to *any* horse who licks it. Consider getting this reward early if you have multiple horses.



Hunger

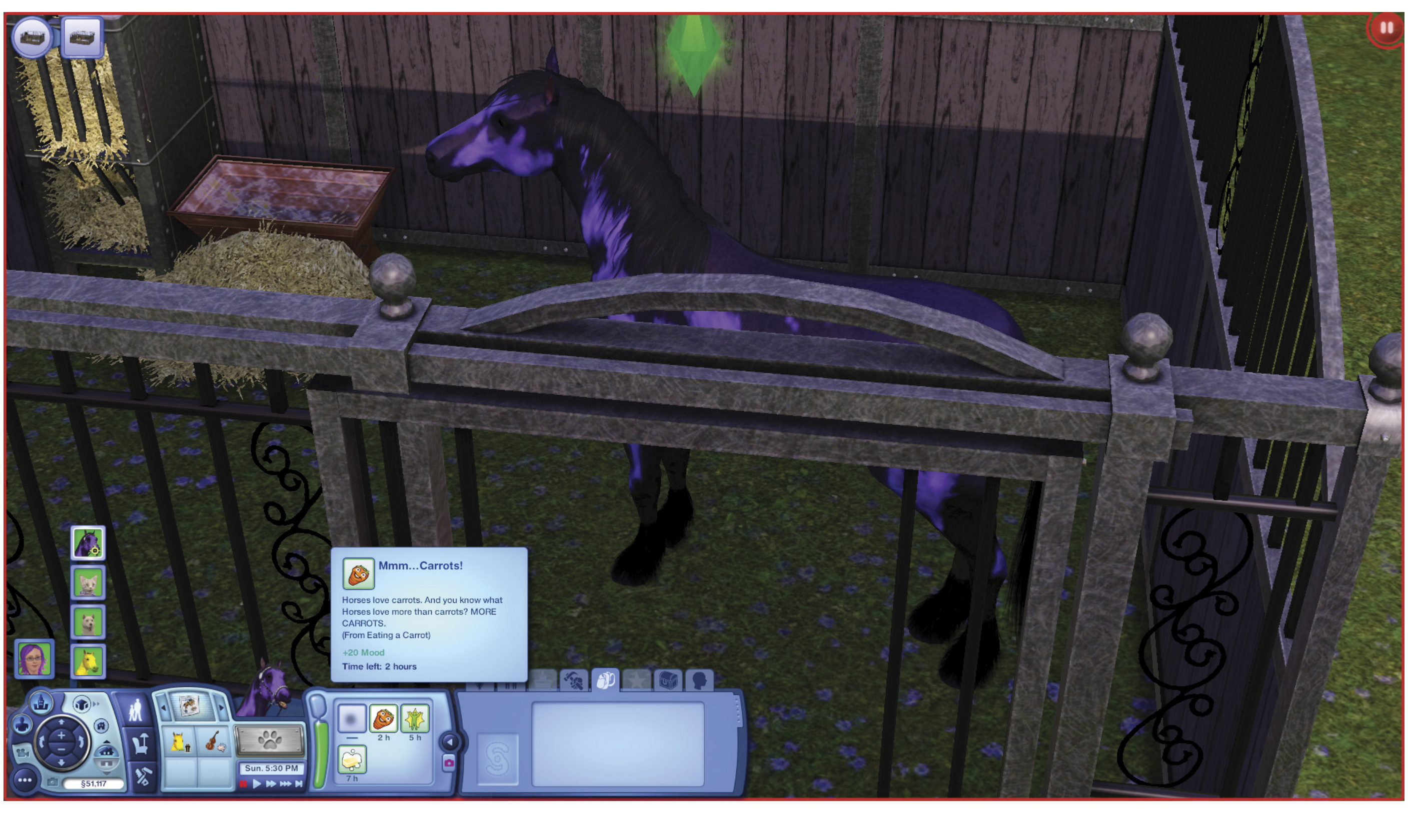
A horse's Hunger need is satisfied with either hay from a stall or hitching post, or from grazing on grassy ground. A hitching post object or a box stall object will provide a constant source of water and feed for your horse to enjoy.

Tip

Hay from box stall or hitching post items is free, and never has to be replenished.

Better though, is to buy Hay Bales or Hay Stacks, then run the Scatter interaction on the hay. Horses who eat fresh hay get the Extra Nutritious positive moodlet and even learn skills faster!

Sims with at least one level of Cooking skill can also make gourmet pet food for their horses. Horses love the granola treat. Feed them this regularly to keep them healthy and long-lived. Horses also love carrots, which is a new harvestable your Sims can grow. Buy some at the grocery store to feed to your horses as treats, or grow some in your garden. Feeding a horse a carrot gives it the MMM Carrots positive moodlet.


Mmm...Carrots!

Horses love carrots. And you know what Horses love more than carrots? MORE CARROTS.
(From Eating a Carrot)

+20 Mood
Time left: 2 hours

Mmm... carrots!

Caution

Horses (and wild deer) can get into your garden and eat plants and harvestables!

Caution

If your horse doesn't have access to hay or other treats, he might chew up the newspaper!

Bladder

Horses aren't shy about it: When they gotta go, they go. You can't really housebreak a horse and horses never go into bladder failure. Horses do have a ground-based Pee interaction, or can be directed to pee, but they will also take care of this function themselves without your intervention. And if you install a box stall object on your lot, you can collect the wonderful horse fertilizer for your garden.

Tip

The Gardener's Delight Horse Lifetime Reward improves the quality of fertilizer gained.

Energy

Horses need their sleep. When their Energy need is low, horses will not want to exercise, and may throw their rider or break free if being led. Put your horse in his stall and let him get a good night's sleep. The box stall's Nap interaction lets the horse sleep until fully rested. Horses can nap anywhere, but they regain energy faster inside a stall.

Note

Horses normally sleep standing up, but if they get totally exhausted, they'll plop down on the ground.

Social

Horses need love and attention just like any pet. Horses can fulfill some of their Social need by grooming each other, or interacting with other pets, but to really fill their Social need, spend time with your horse. Riding, grooming, or talking to your horses keeps them from becoming lonely.

Exercise

Exercise is an important need for horses. Horses love to run, and they get quite cranky if they're cooped up for too long. Keep your horse fit and happy with frequent, regular exercise.

Tip

Make sure to unsaddle your horse after an exercise session. If you don't, your horse will get the negative Unsaddle Me moodlet.

Thirst

All that exercise will make your horse thirsty! Make sure you provide a source of clean fresh water for your horse. Horses can drink from just about any water source, from ponds and pools to the clean water in their stall or hitching post. Water troughs are a good option because they're inexpensive and horses can play in them for Fun.

Horses

Horse Interactions

Your Sims has various interactions with their horses to give them care and affection as well as teaching them skills, exercising them, or just goofing around. An unmounted Sim has these options on a horse: Affection, Care, Reinforcement, Saddle, Lead Horse, Mount.

The Affection option lets you feed your horse a treat, hug your horse, let the horse sniff your hand, pet the horse, rub the horse's neck, or talk to the horse.

Note

Sims with level 10 Riding skill gain the Whisper to Horse option in the Affection menu.

The Care option lets you brush your horses or clean their hooves. Both activities give your horse positive moodlets and help them keep their Hygiene up.

Tip

Keeping your horses clean and brushed helps keep their mood high.

Reinforcement is where you verbally praise or scold your horse for an activity it just performed. This will alter the horse's traits.

Tip

Want to keep your horse from eating your garden plants? Encourge the Neat trait in your horse.

Tip

Hugging your horse gives it the beneficial Loved moodlet.

The Saddle option lets you edit the saddle, so you can customize your saddle or add more saddles to the horse's set of outfits. This is essentially the "dresser" for horses. You can also saddle and unsaddle your horse here. Make sure to unsaddle your horse after a ride!

A mounted Sim has similar options, although you can't clean a horse's hooves while mounted, and you get a few more options such as Give Horse Free Rein, Dismount, and, if the Sim has a Riding skill of at least 7, Heroic Pose. The Go for a Ride option sends the Sim and horse on a random pleasure ride around the town or countryside. This is a good way to enjoy the scenery from atop a horse.

As usual, Sims with certain traits get additional options in interaction menus, based on their traits. Pets with certain traits will get additional options also.

Horses can interact with their Sims in ways designed to get the care and attention they need, and express their love of—or their displeasure with—their Sims. For example, horses can nuzzle or sniff their Sim, or bite, kick, or stamp at him. They can also beg for carrots, be petted, have their neck rubbed, or nicker at or follow a Sim.

Horses also have some special horse to horse interactions, such as horseplay.

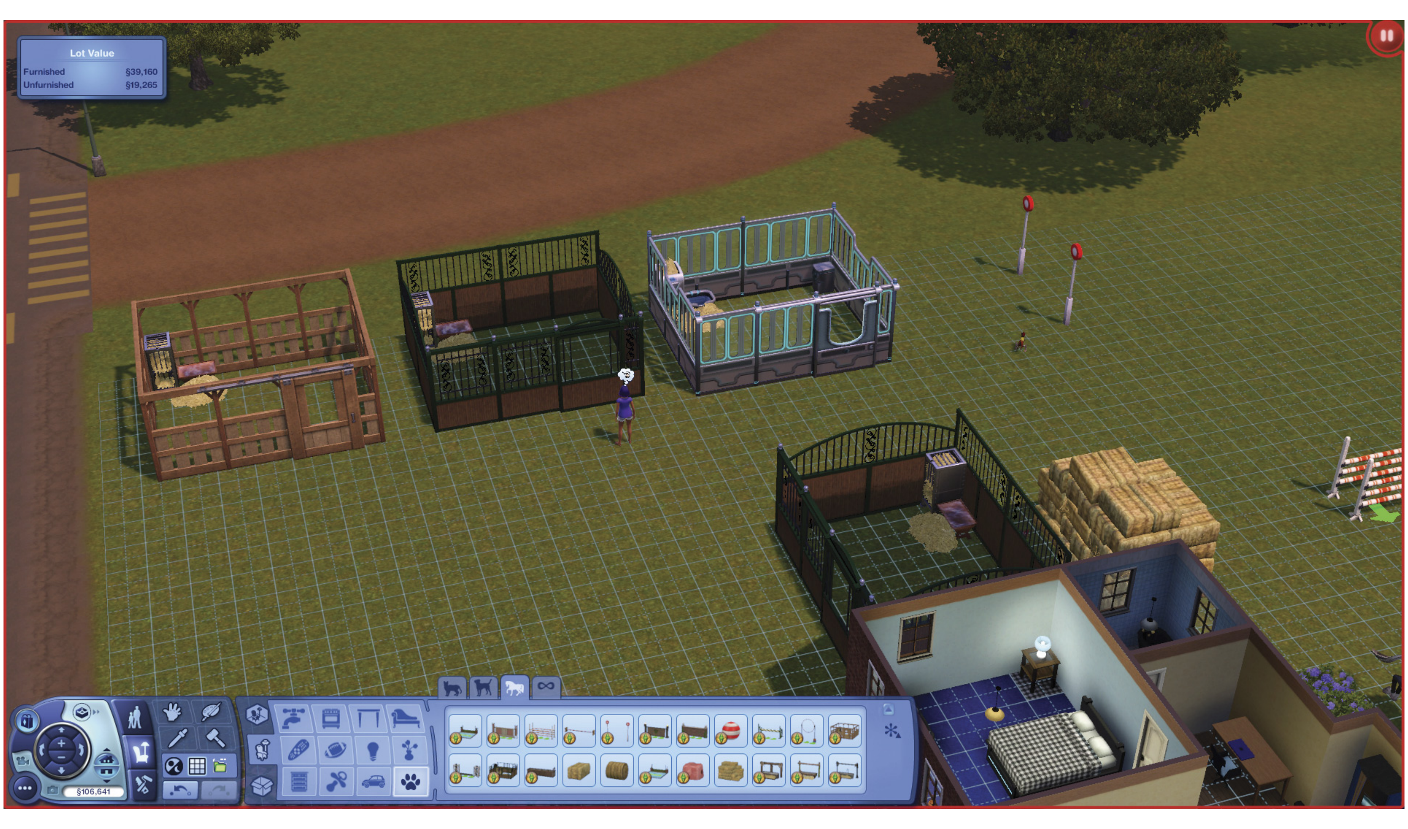
See the complete list of New Socials in the New Simology chapter.

Riding Permission

Usually, only household members can ride the household horses. But when a visitor (or even an NPC like the Maid) is on your lot, you can click on them and give them permission to ride your horse. You then get a picker window so you can choose which horse that person has permission to ride. This is handy if you invite friends over for a day of trail riding, or if you want a highly skilled Sim to help train your horse.

You can also ask for permission to ride a horse that isn't part of your household. But if you don't bring it back, you'll be accused of Rustlin' and lose LTR with the household you borrowed the horse from.

Horse-Related Objects


Lot Value
Furnished §39,160
Unfurnished §19,265
§106,641

The Buy Mode catalog now contains many useful items to help you care for your horse. If you want to, you can set up a whole horse ranch on your lot! See the New Objects chapter for full details on all the objects, but let's take a moment to see how some of these items are used in the day-to-day care of your horse.

If you just have one horse that you don't plan to race, jump, or breed, you can care for him just fine with a water trough and a little grass. But if you intend to get serious about raising and training horses, you'll probably want a real horse ranch. Fortunately, the wide open yards of Appaloosa Plains lend themselves to setting up a horse-friendly lot.

Tip

Even urban settings like Bridgeport have room for a modest horse operation if you forgo the highrises and settle in the suburbs. Remember that if you start playing Pets with an existing household, you'll be prompted to add important buildings like the Equestrian Center and the Horse Park.

Hitching Posts

Hitching posts come in several styles, but they all provide a place to feed and water your horse. They also let you hitch your horse, so it can't wander off.

Box Stalls

The Old Western Box Stall, the Washington Box Stall, and the Self Cleaning Box Stall Lifetime Reward object.

The best way to care for your horse is to place a box stall on your lot. Box stalls provide clean water, plentiful hay, and a safe place to sleep. If you direct your horse to "do its business" in the box stall, you'll keep your lot cleaner. Probably most important, box stalls give your horses a private place to breed. If you intend to breed horses, you must have a box stall object on your lot. The Try for Baby interaction won't even be available otherwise.

Tip

Horses stay in their stalls once put in, unless they really need to exercise or socialize.

Tip

Plan to breed your horse? Then you must place a box stall object on your lot.

Training Devices

Your Sims can purchase items to use while training their horses. The Dashing Training Posts object allows your mounted Sim to train the horse for racing. Horses can also be directed to train for racing by themselves. The Buy Mode catalog also offers several items that assist with training for jumping. The easiest jump is the Cavaletti Jump Trainer. Place this on your lot (or use the one at the horse park) to teach your horse the rudiments of jumping before moving on to more challenging jumps.

Tip

You can also use training objects for free at the horse park.

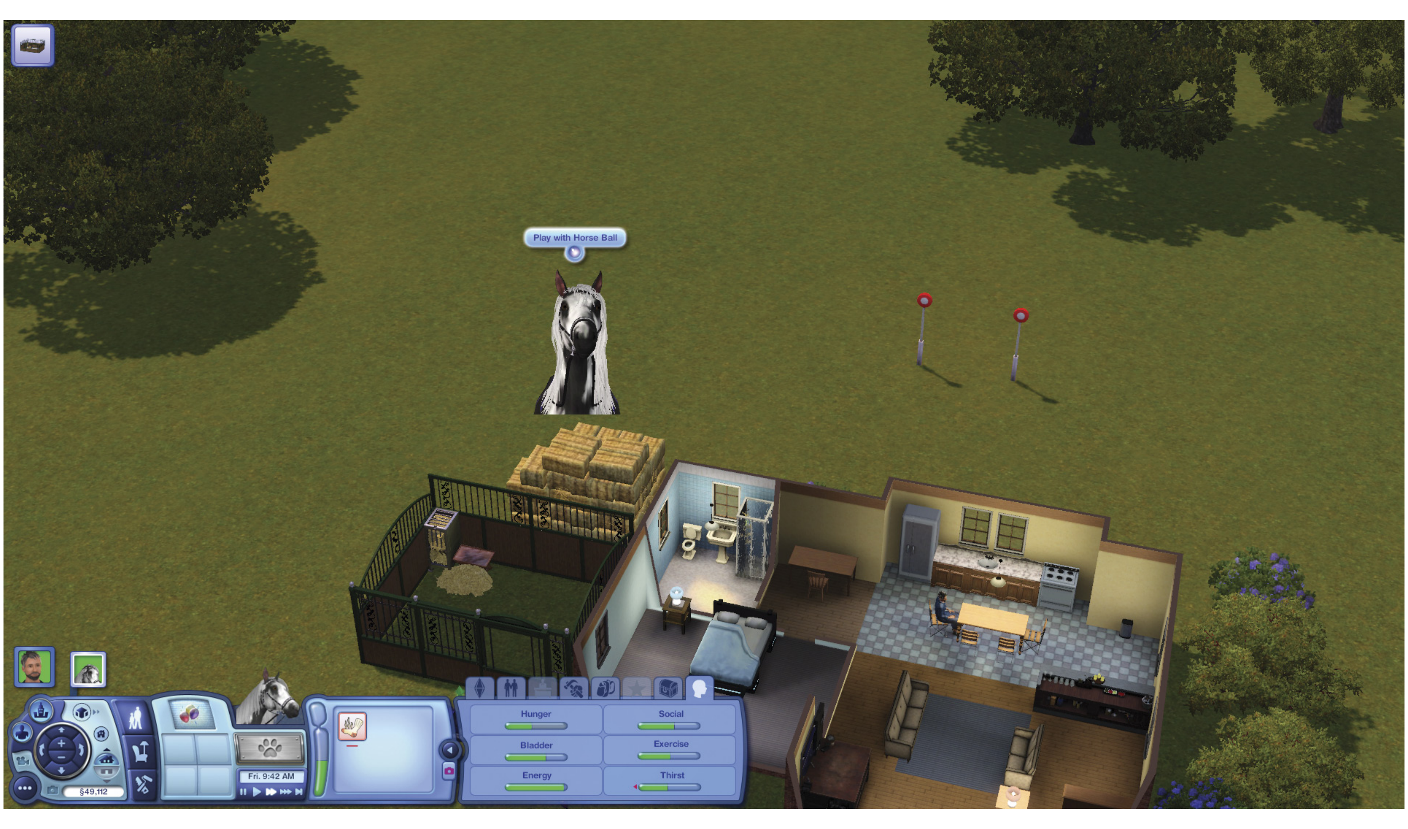
See the Horse Competitions section, following, for more details about racing and show jumping.

Praising and Scolding

Although horses start out with a few traits when they are created, bought, adopted, or tamed, its up to their Sims to reinforce the good traits, and discourage the negative traits. Don't just train your horse in specific skills. Take time to praise or scold your horse for her behavior. You have a lot of latitude to direct your pet's trait reinforcement, so it's really up to your Sim to make the most out of your pet.

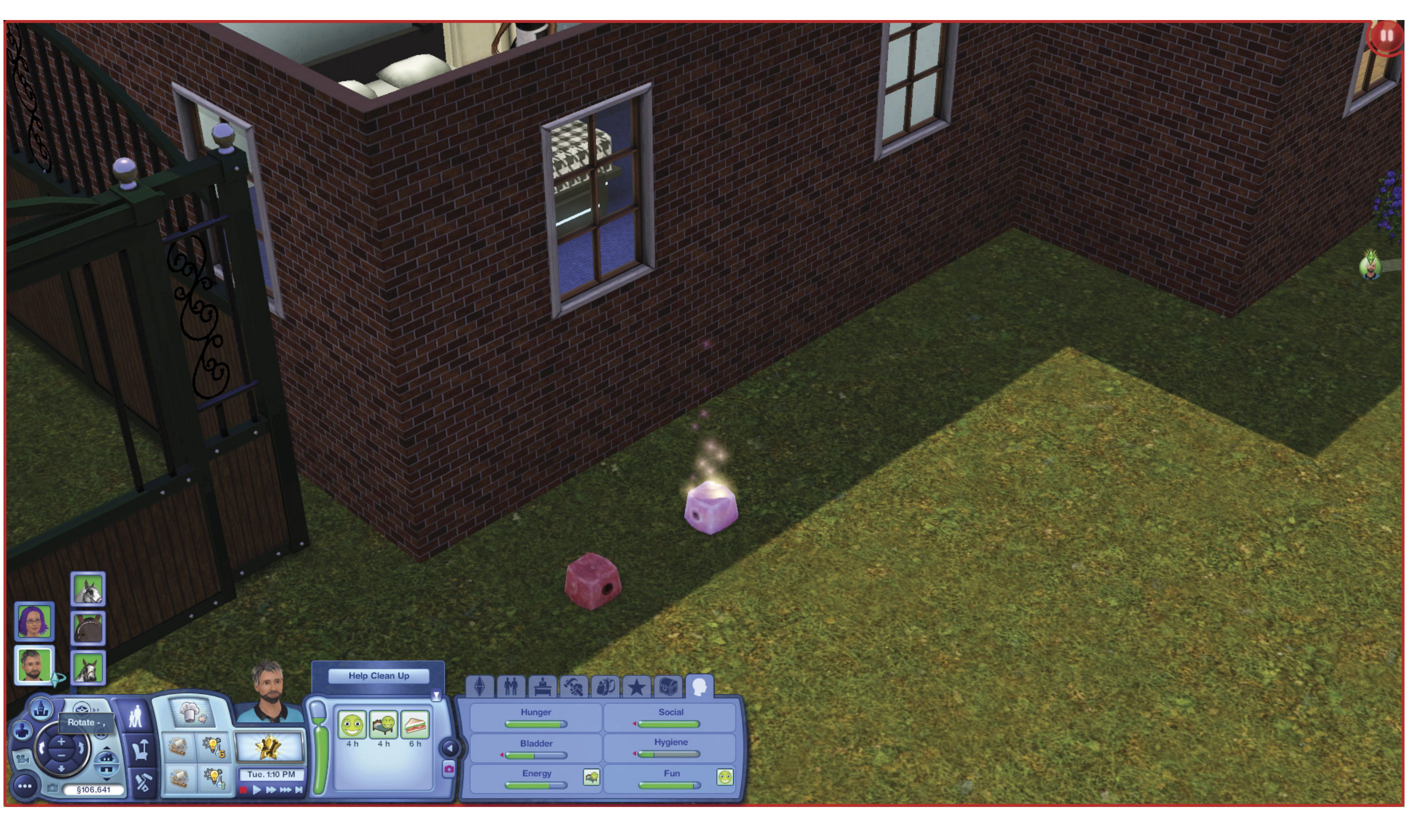
The New Simology chapter has more information about trait reinforcement.

Horse Ball


Play with Horse Ball
Fri. 9:42 AM
§49,112
Hunger
Social
Bladder
Exercise
Energy
Thirst

The brightly striped Horse Ball object is a fun toy for your horse. Horses love to play with the Horse Ball, and doing so quickly refills their Exercise need.

Salt Lick


Help Clean Up
Rotate
Tue. 1:10 PM
§106,641
Hunger
Social
Bladder
Hygiene
Energy
Fun

Horses need salt in their diet, so they love the salt lick. Licking the salt lick gives horses the positive Salty Snack moodlet. The Celestial Salt Lick reward object bestows the even more positive Tastes Like Paradise moodlet.

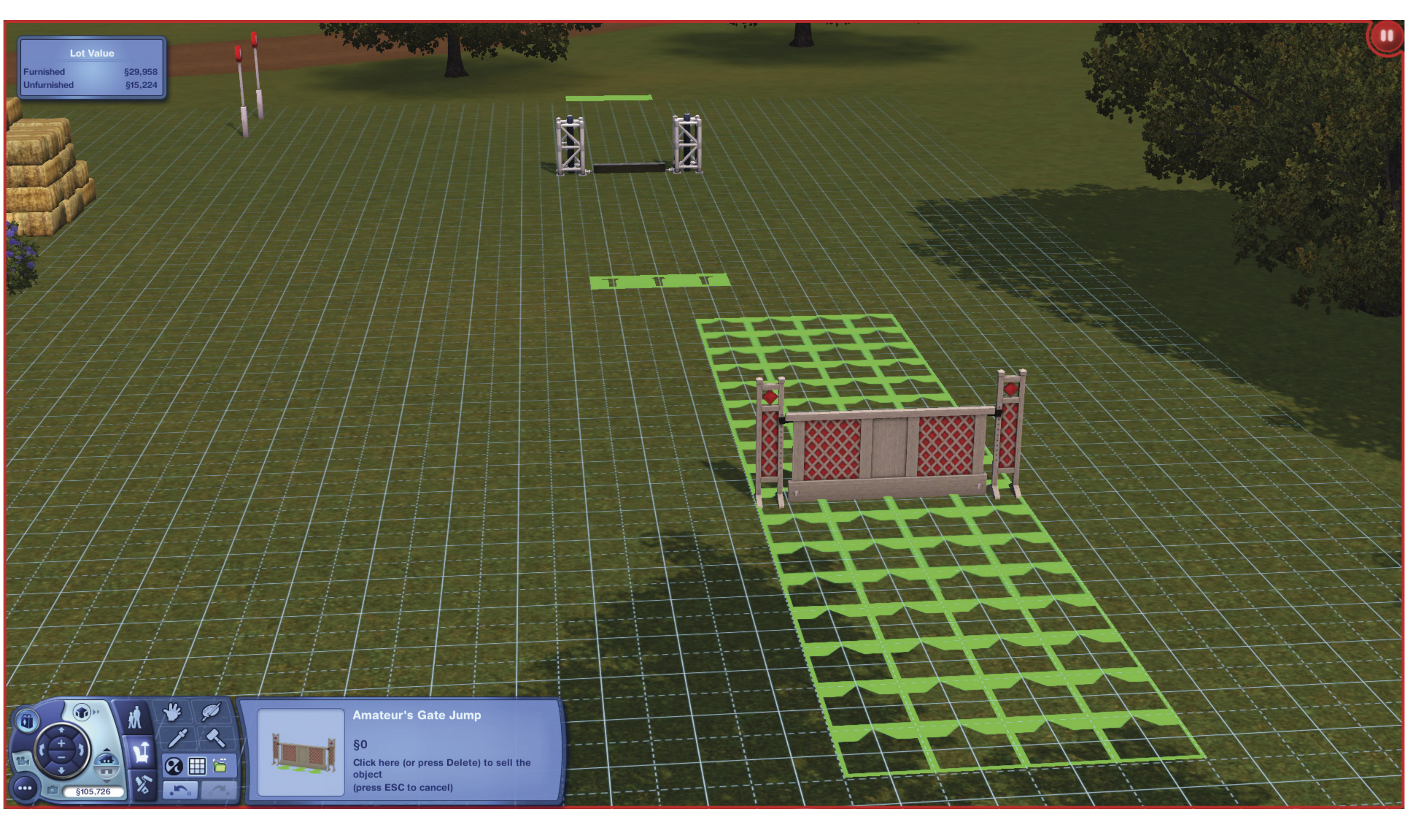
The regular salt lick stands alongside the sparklier Celestial Salt Lick reward object.

Building a Training Course

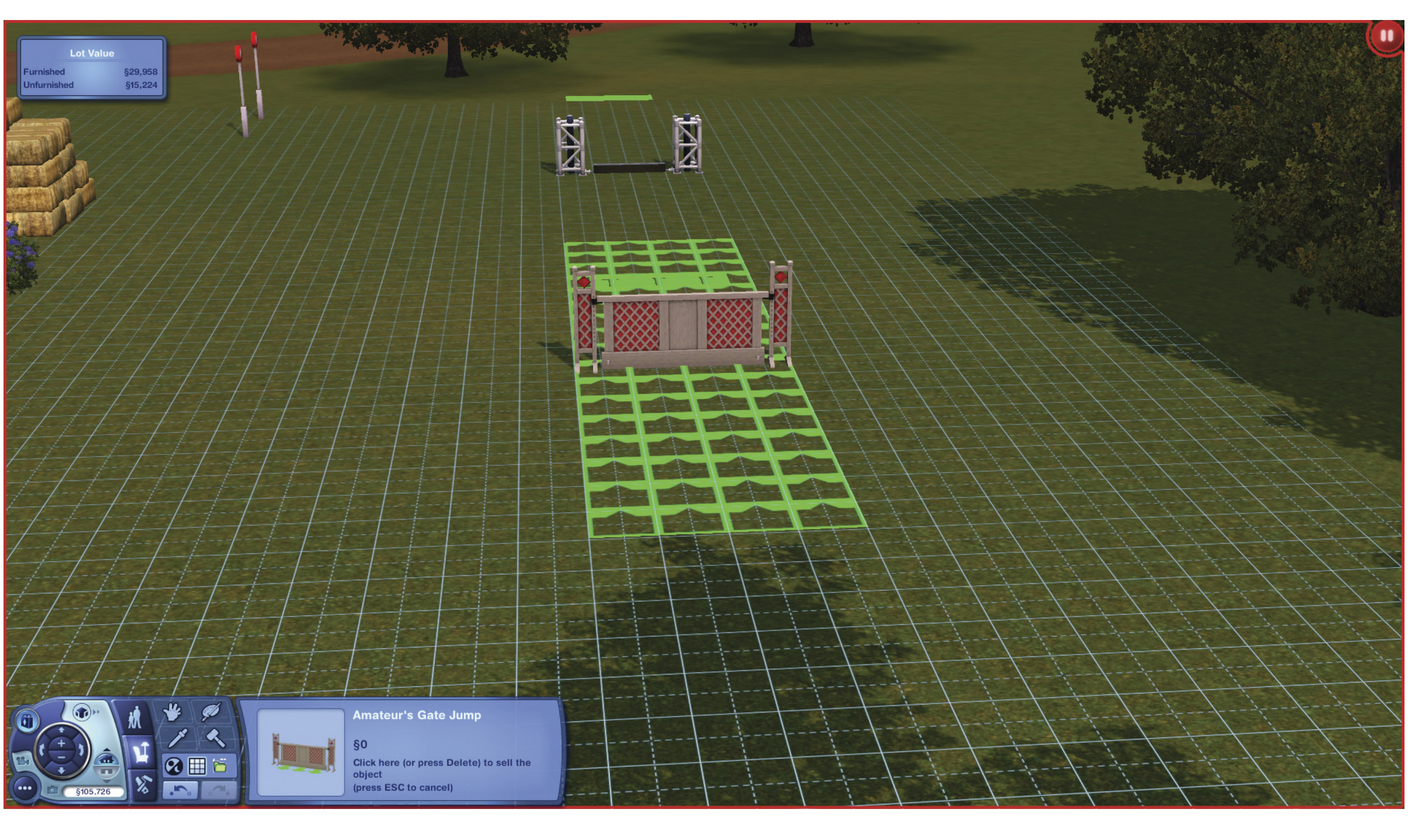
Once your horses have a modicum of Jumping and Racing skill, you may wish to set up a serious training course in your yard, rather than going the the horse park all the time. To set up a jump course, peruse the jumps in the Buy Mode catalog. You've probably practiced with them all at the horse park, but for a backyard course, you need to just pick a few favorites, unless you have a really big lot. The jumps vary in difficulty; choose a variety so that you can train horses at different levels.

Caution

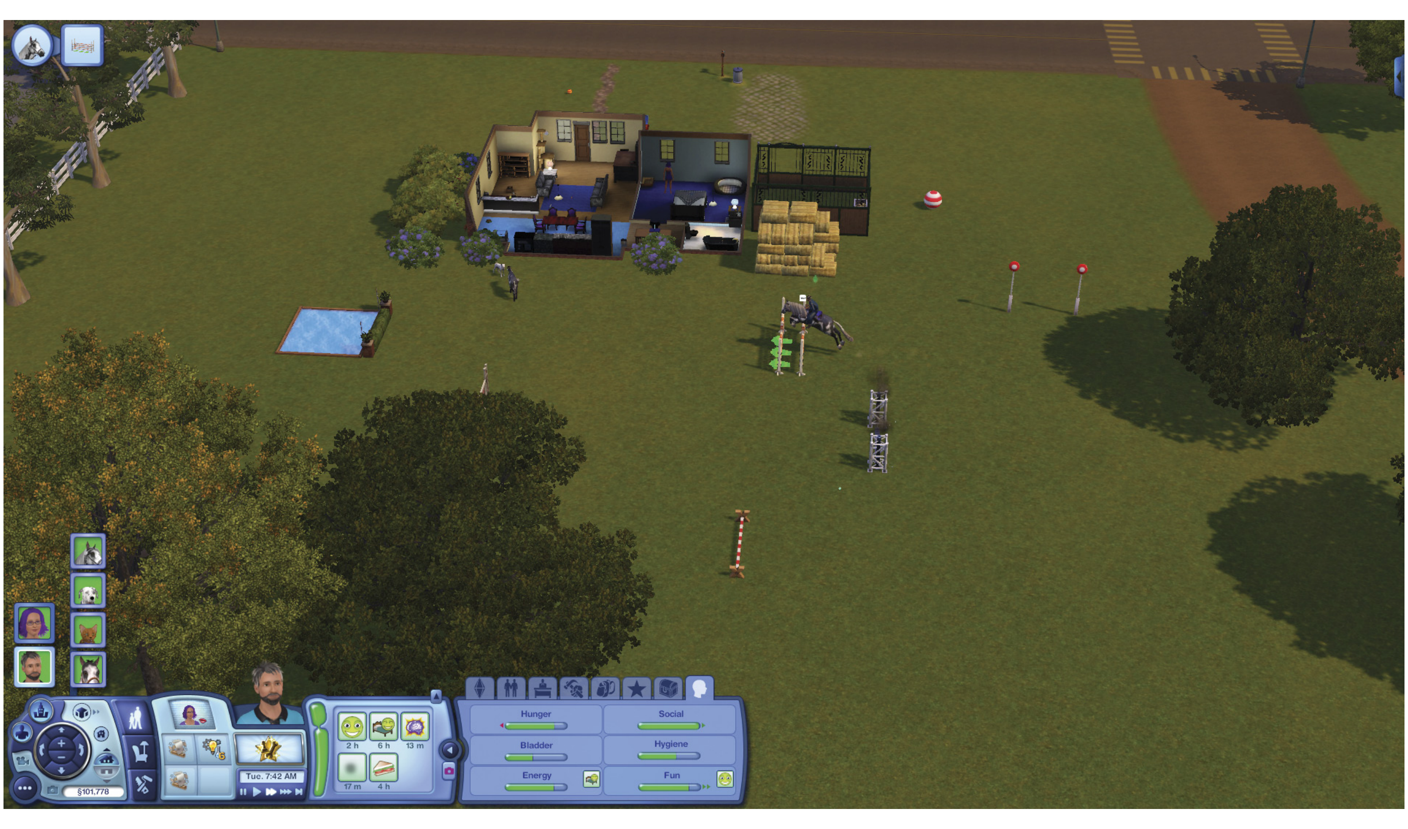
Be careful when training with the flaming hoop. If you get bucked off, you could catch on fire!


Lot Value
Furnished §29,958
Unfurnished §15,224
Amateur's Gate Jump
§0
Click here (or press Delete) to sell the object
(press ESC to cancel)
§105,726

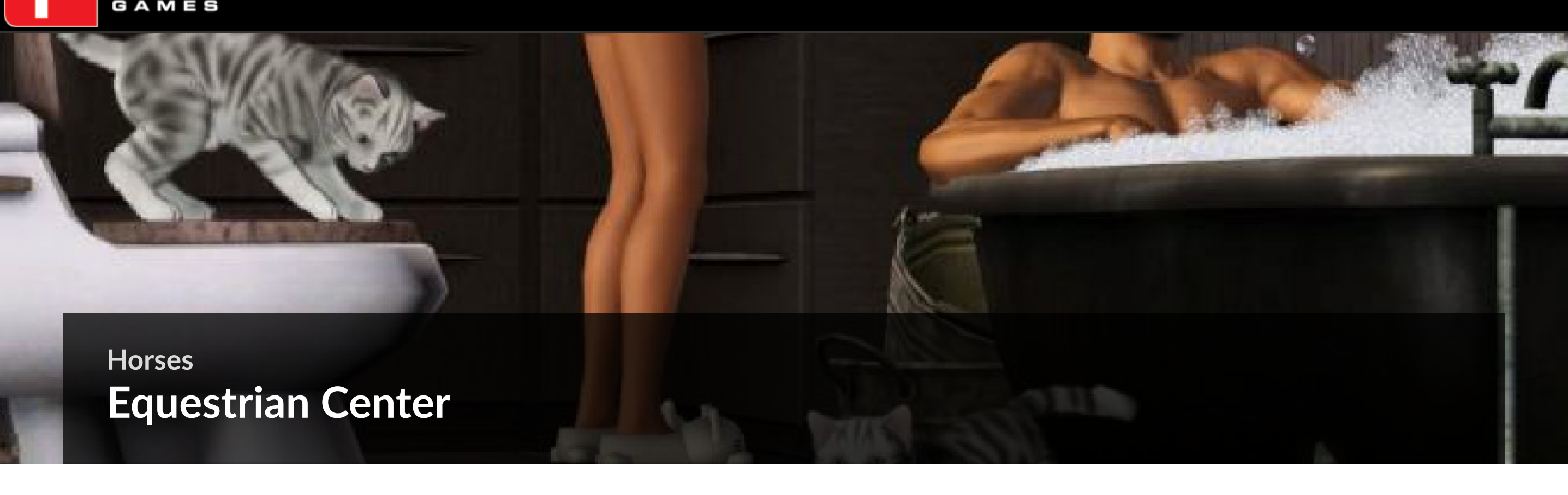
Jump obstacles have a direction that they face. They need to be pretty far apart unless you can chain the pieces together in a single direction. This image shows the distance needed separately.


Lot Value
Furnished §29,958
Unfurnished §15,224
Amateur's Gate Jump
§0
Click here (or press Delete) to sell the object
(press ESC to cancel)
§105,726

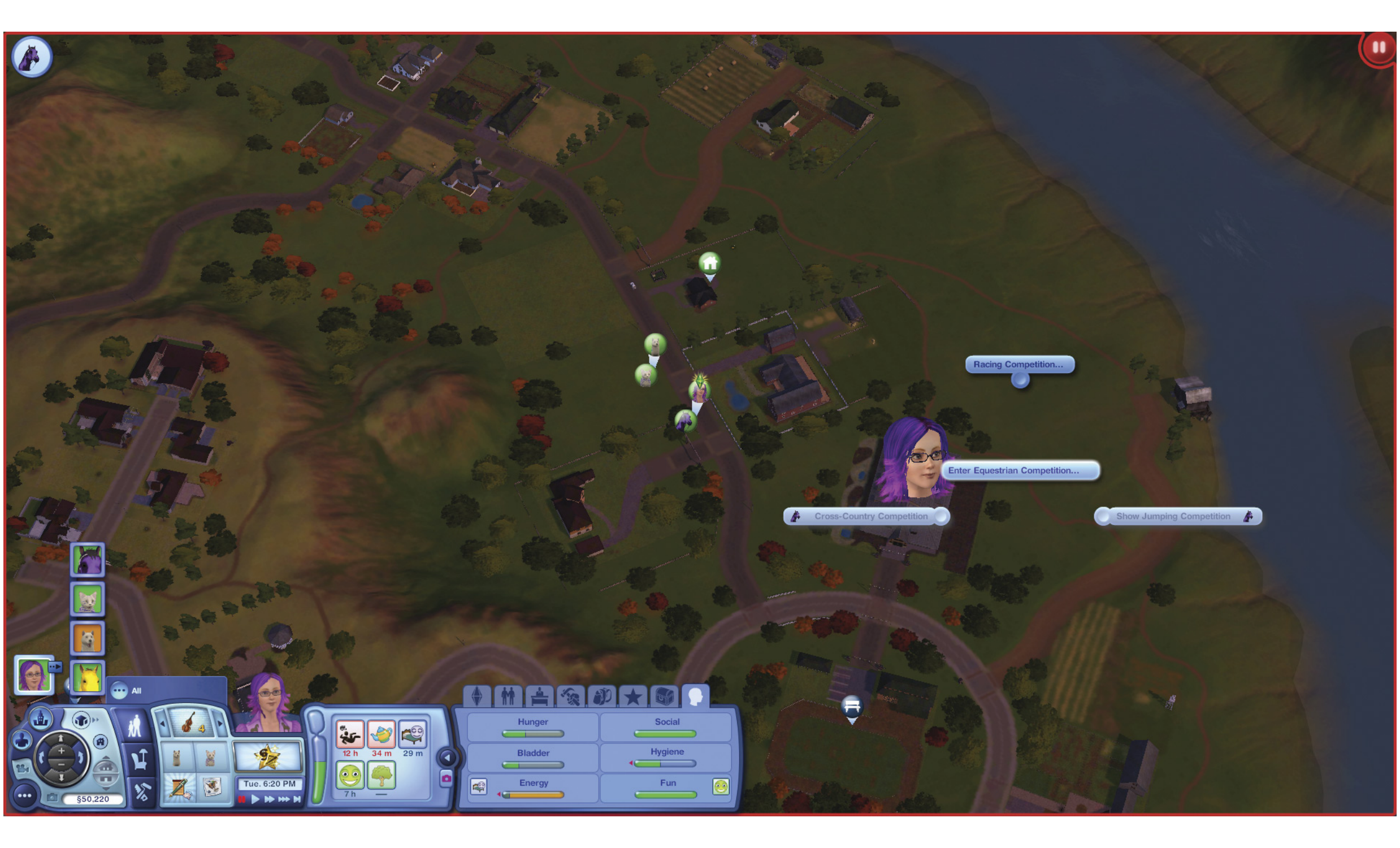
But as you can see, as long as the horse will be galloping in the right direction, you can place the jumps closer than you'd think.


Tue. 7:42 AM
§101,778
Hunger
Social
Bladder
Hygiene
Energy
Fun

Once you have set up a good course, you can mount your horse and choose the Run Jumping Course interaction. Now you can train Jumping skill until fatigue sets in, instead of making individual jumps.



Equestrian Center



Competitions

Now that you've learned all about how to train your horse for racing and jumping, let's talk about why you want to do this. Well-trained horses can enter—and win!—various competitions. Winning races brings money and fame. Prize-winning horses can bring beaucoup Simoleons in winnings, as well as earn more money in stud fees or breed more valuable foals.

Note

You cannot bet on horse races.

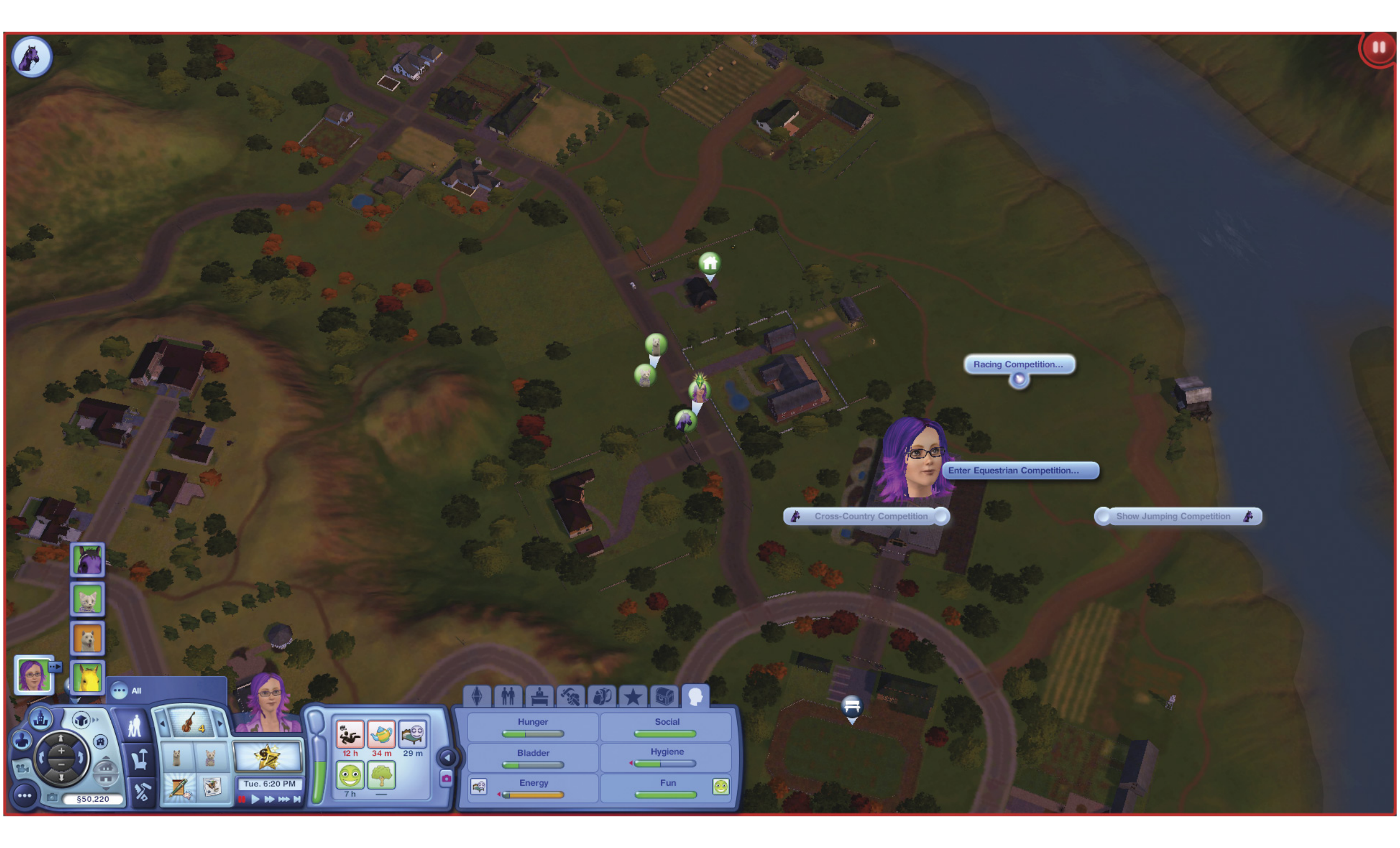
Competitions take place once each day at the JRA International Equestrian Center, typically at 5 PM on weekdays and noon on the weekends. To enter a competition you must be mounted, you and your horse must have the requisite skills, and you must sign up during the allotted time. If you try to sign up at the wrong time, the option is grayed out.

For the best chance at success, train your Sims and your horses rigorously, and make sure both your Sims and horses are in good moods with no imminent need failures.

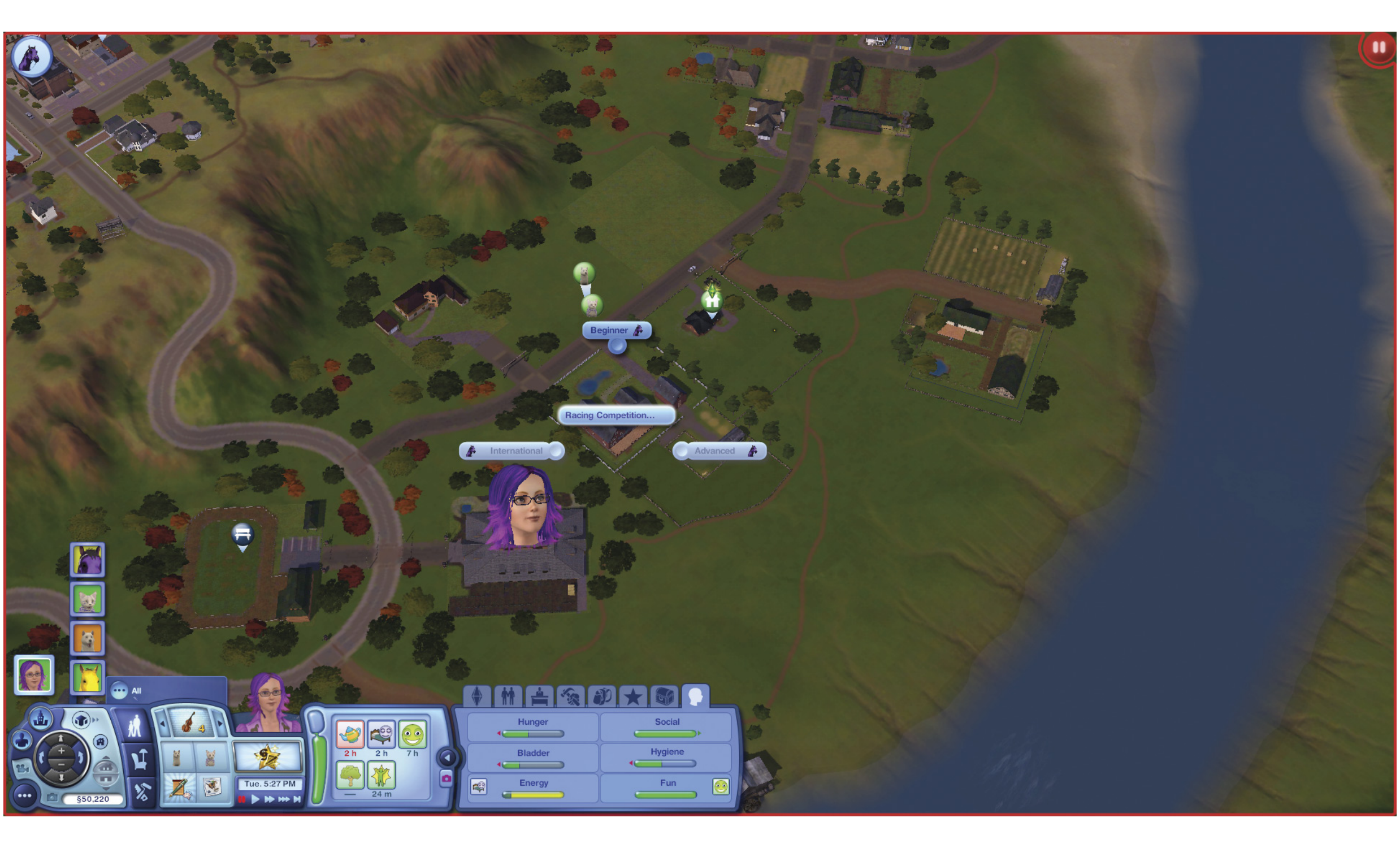
Three different competitions are available: Racing, Show Jumping, and Cross-Country. Cross-Country is a combination event that relies on (and builds) both Racing skill and Jumping skill, while Racing and Show Jumping rely on and build Racing skill and Jumping skill respectively.

Within these competitions are three different levels: Beginner, Advanced, and International. Each higher level offers a greater challenge to horse and rider but also offers more prize money.

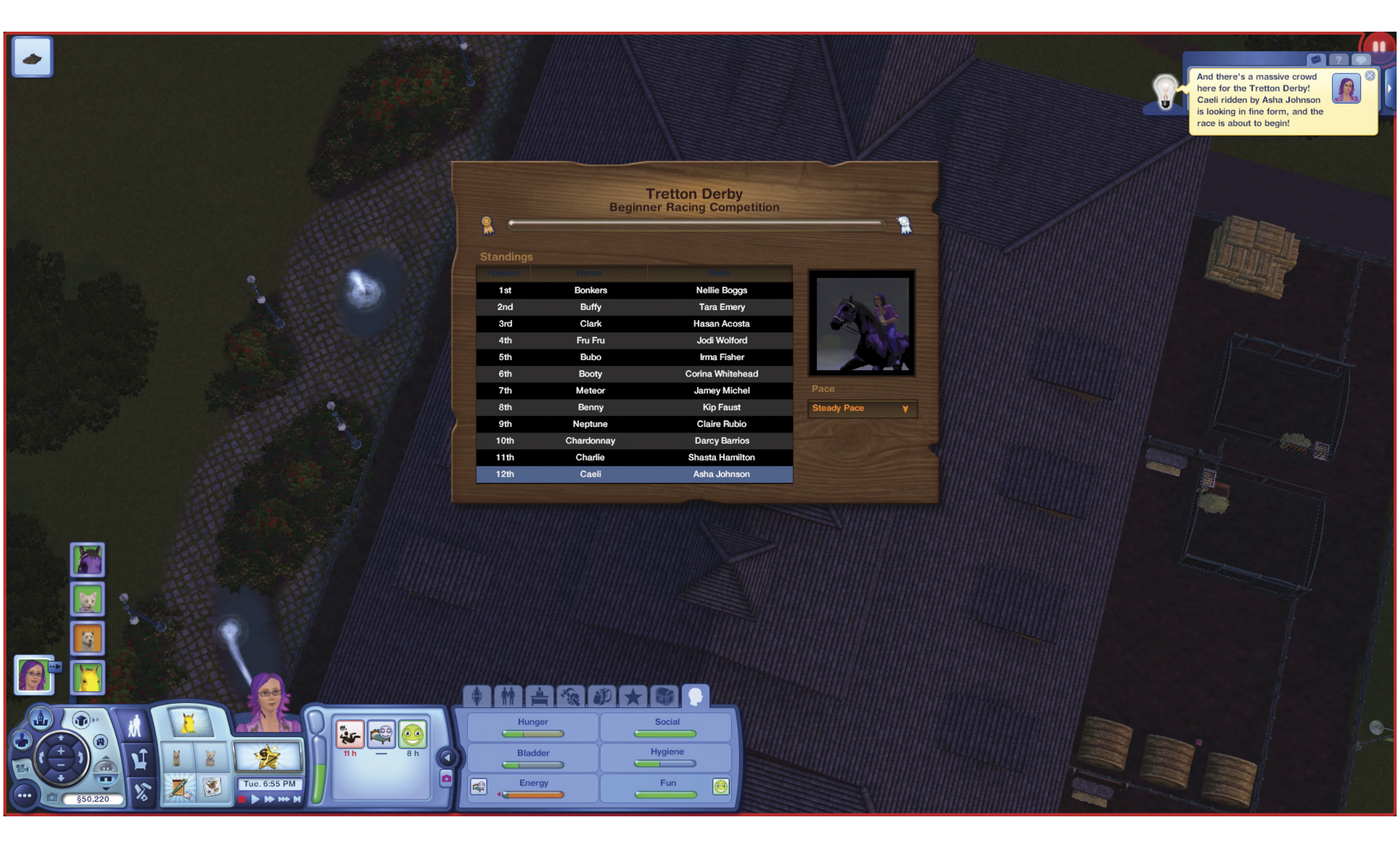
Each type of competition works the same way. You mount up, go into map view, and click on the Equestrian Center during the time that the competition is available. It remains open for an hour after the start time, and after that, the competition closes and you have to wait for another day. If the competition is closed, you'll see a message on the Equestrian Center saying what time the next competition will be held.



The options at the Equestrian Center include entering a competition. Notice that the Offer Stallion for Stud option is grayed out? I'm riding a mare, not a stallion.



Choose your competition and then select Beginner, Advanced, or International. If you can't enter a level because either your or your horse's skill is too low, it is grayed out.



And there's a massive crowd here for the Tretton Derby! Caeli ridden by Asha Johnson is looking in fine form, and the race is about to begin!

Tretton Derby
Beginner Racing Competition

Standings

1st	Bonkers	Nellie Boggs
2nd	Buffy	Tara Emery
3rd	Clark	Hasan Acosta
4th	Fru Fru	Jodi Wolford
5th	Bubo	Irma Fisher
6th	Booty	Corina Whitehead
7th	Meteor	Jamey Michel
8th	Benny	Kip Faust
9th	Neptune	Claire Rubio
10th	Chardonnay	Darcy Barrios
11th	Charlie	Shasta Hamilton
12th	Caeli	Asha Johnson

Pace: Steady Pace

When it's time for the competition to begin, you and your horse enter the Equestrian Center. It's a "rabbithole" style venue, so you can't see what's going on inside. Instead, a scoreboard box pops up, listing all the entrants, showing their position, horse's name, and rider's name. At the top is a bar that slowly fills as the race progresses. And to the right side is a drop-down menu that lets you choose from among three paces:

Steady Pace : Don't take any risks and get a reliable outcome.

Take Risks : You might get a higher place, or you might fall behind.

Go for Broke : Win it all or go home empty-handed!

As the race progresses, you're rooting for your Sim's position to rise to the top of the standings. Throughout the race, adjust the paces as you see fit to try to best affect the outcome.

Tip

A good strategy is to start out with Go for Broke until your horse climbs the ranks. Then switch to Steady Pace to try to hold onto the lead.

First through sixth places win prize money, which varies by race and difficulty, but only the winner gets a trophy. There are separate trophy designs for racing, jumping, and cross-country competitions. Trophies for beginnner competitions are bronze, advanced trophies are silver, and international trophies are gold.

Note

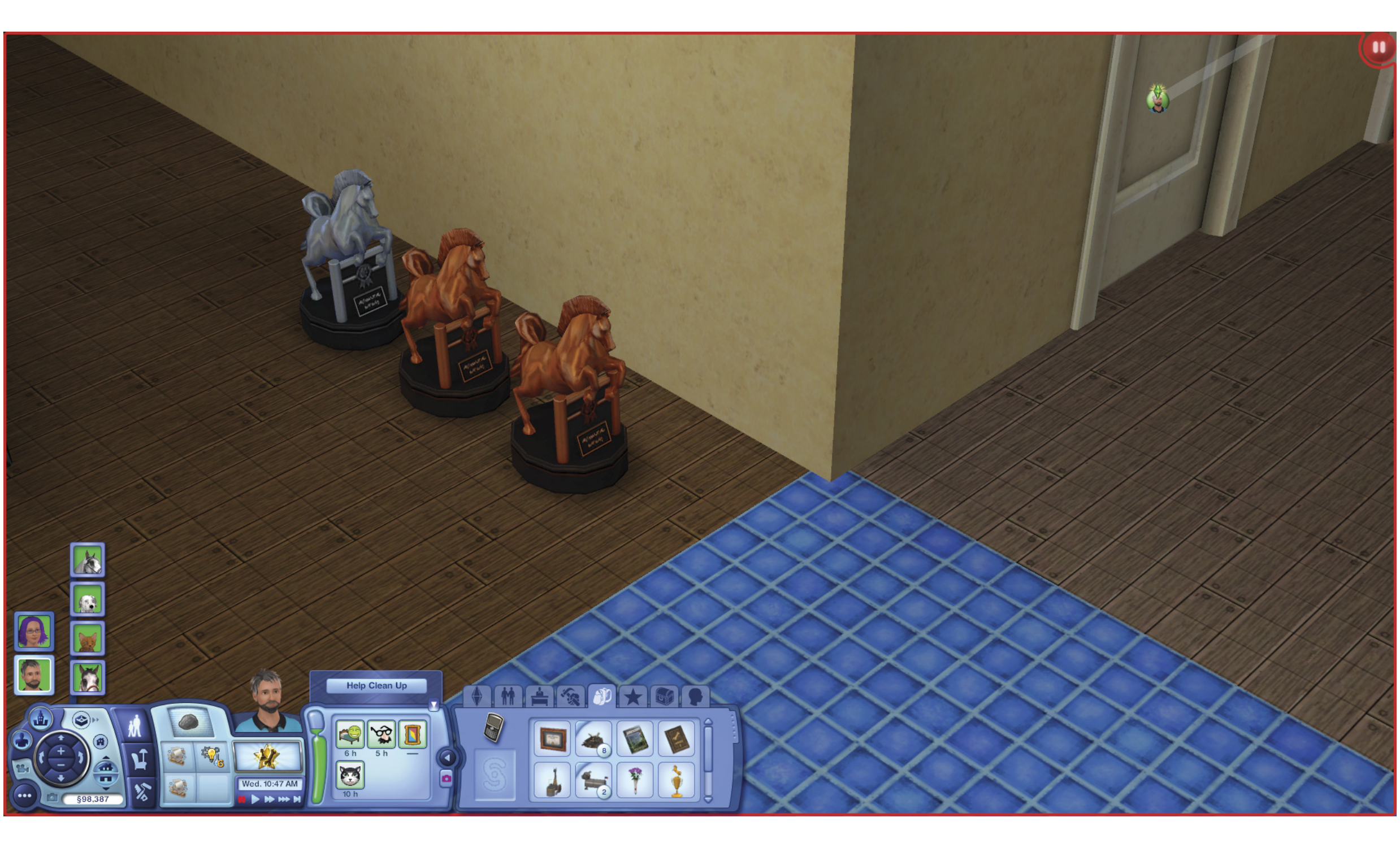
It doesn't matter what type of equestrian competition your Sim entered, or what level you chose. All competitions play out the same way.

Tip

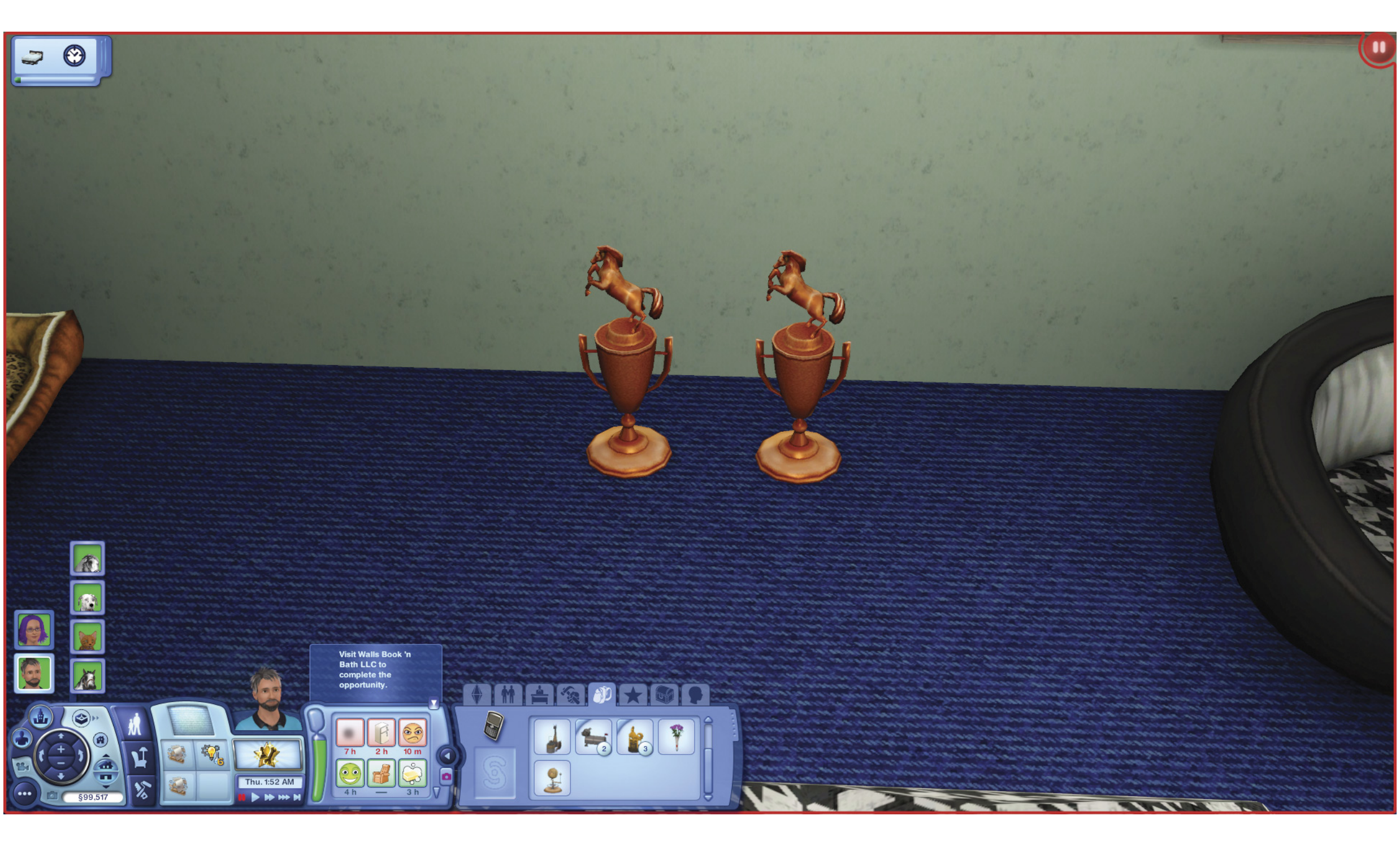
Horse races are pretty exciting. It sounds boring when I explain it as a bar slowly filling, but when it's your horse and your Sim racing, you'll find your adrenaline flowing. I ran a lot of races while preparing this guide, and it always gave me a little thrill.

Tip

You get an onscreen message when the race actually starts. If you're playing multiple Sims and pets, make sure to click onto to the portrait of the Sim who's in the competition, so you can see the scoreboard and change the pace if necessary. If you have another Sim or pet selected, you might miss the race!



Bronze and silver Show Jumping trophies.

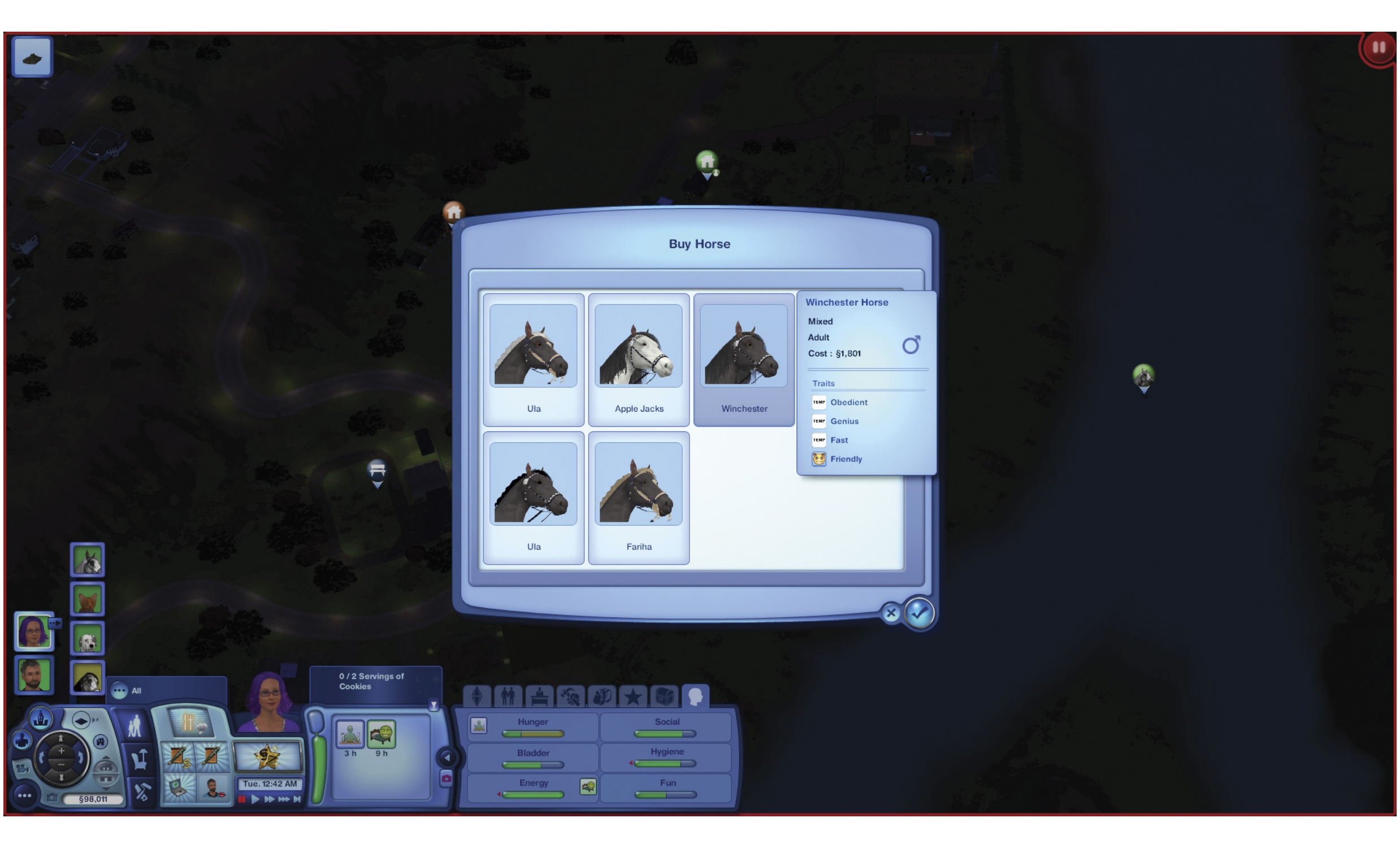


Racing trophies

The more competitions your horse wins, the more valuable that horse becomes. This comes into play when breeding or offering a horse for stud. Champion studs can command hefty fees. The prize money from winning races is nothing to sneer at either. And that's a good thing, because if your Sims plan to train and race horses extensively, they'll have a hard time holding down full-time jobs.

Buying and Selling Horses

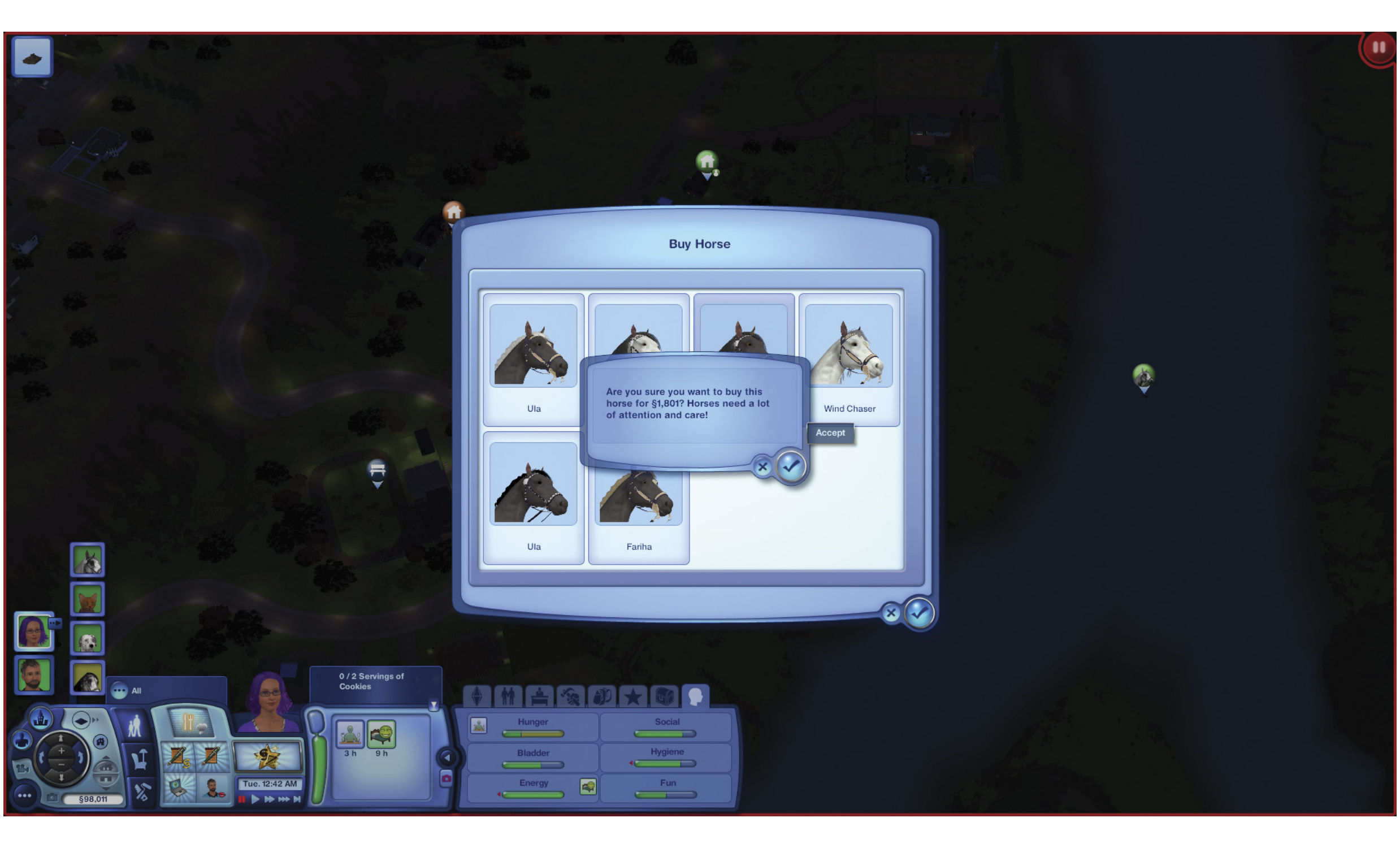
But the Equestrian Center isn't just for racing. It offers some other interesting options, such as the ability to buy or sell horses. If you made your household with just one or even no horses, you may wish to buy a horse from the ones on offer at the Equestrian Center. Now these horses aren't always the greatest, but remember that you can affect their traits and improve their training. And the horses for sale are generally more worthwhile than the ones you find for adoption, although adopted horses can make great pets with a lot of training and care.



Buy Horse

Winchester Horse
Mixed
Adult
Cost : §1,801
Traits
Obedient
Genius
Fast
Friendly

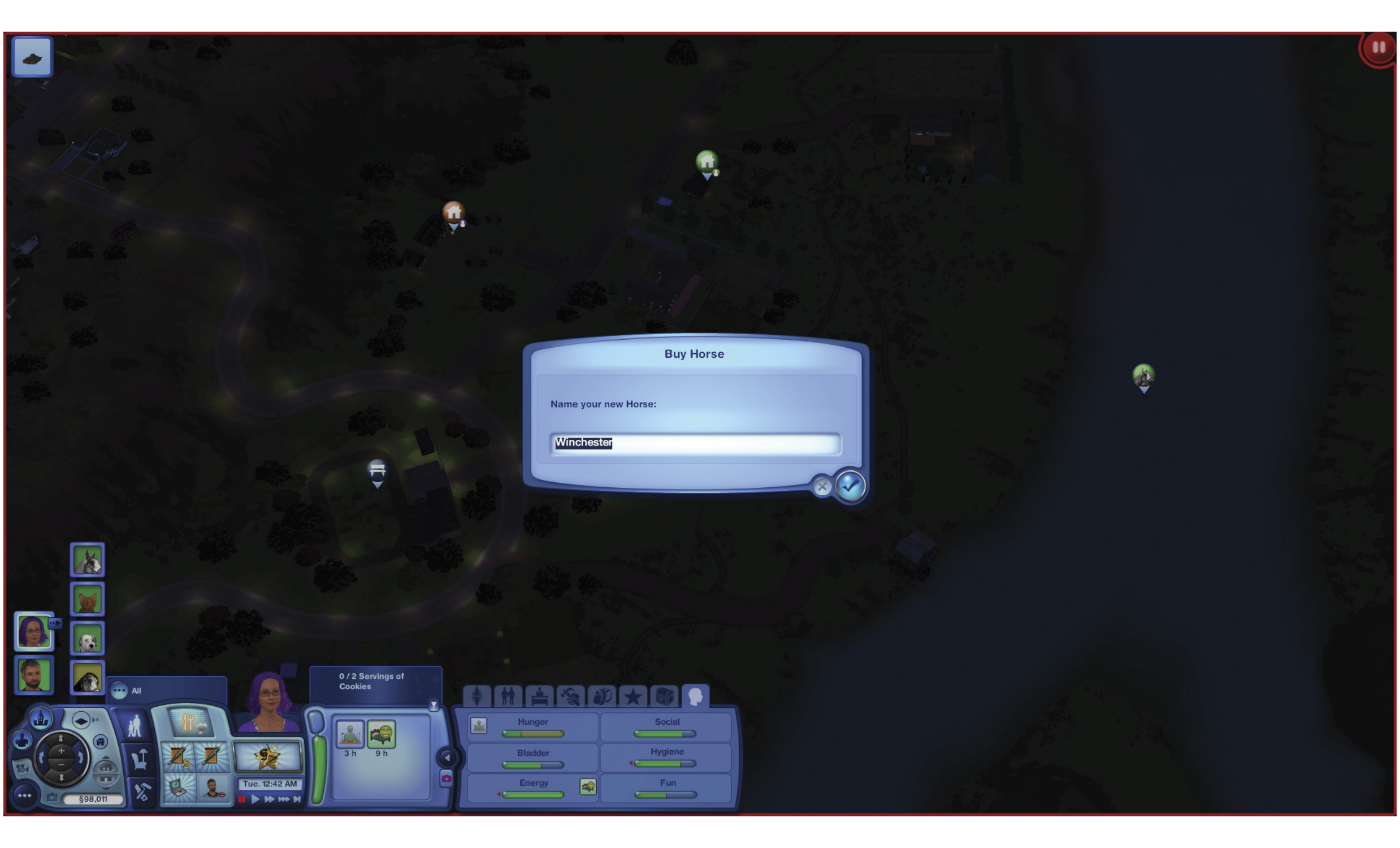
Winchester has some good qualities, and he's male, so he can be my new stud horse. Notice that he's worth §1,800.



Buy Horse

Are you sure you want to buy this horse for §1,801? Horses need a lot of attention and care!

Am I sure? Horses need a lot of attention and care! Yes, I'm sure.



Buy Horse

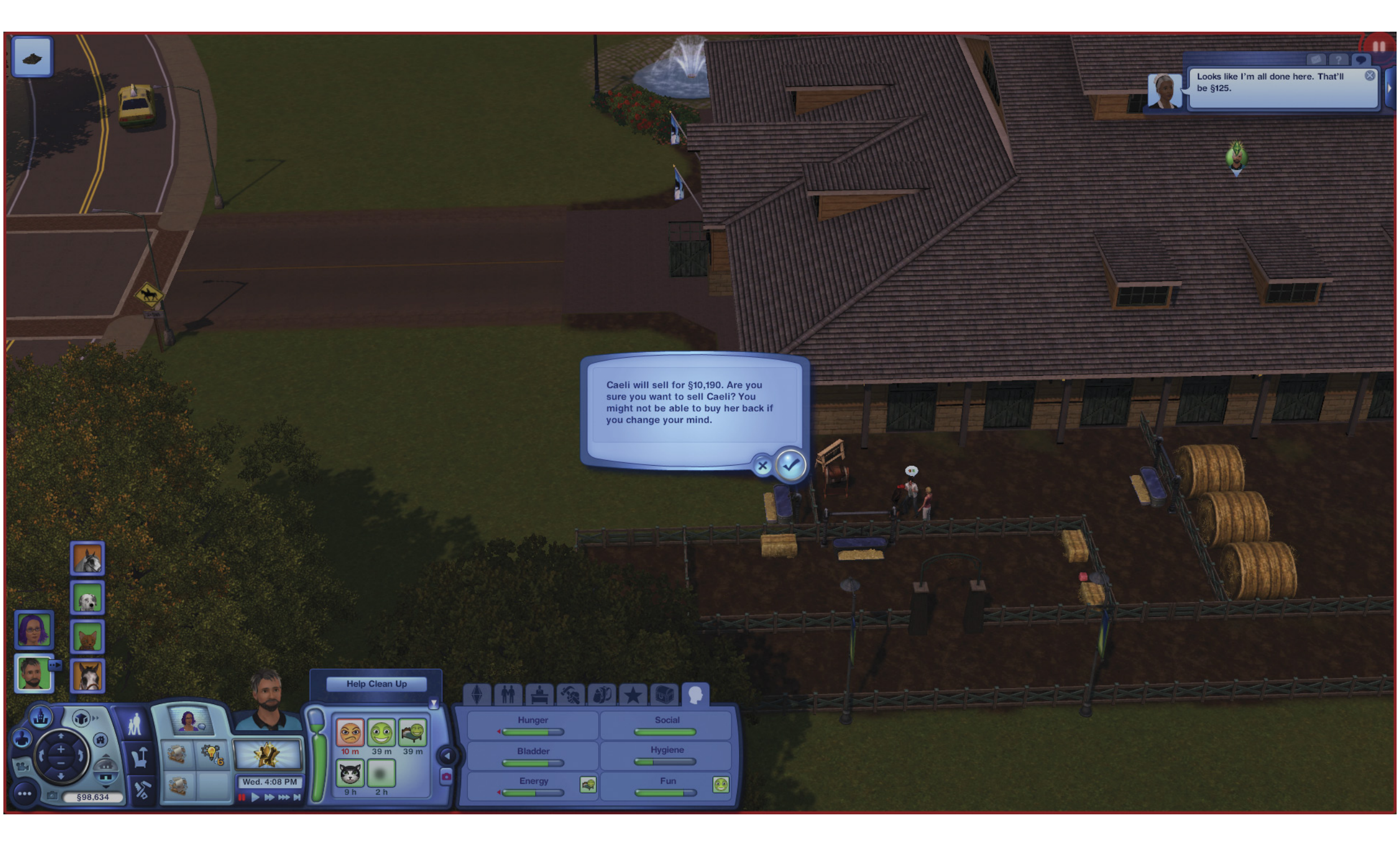
Name your new Horse:

Winchester

When you agree to buy a horse, you get an opportunity to rename him.

When I exit the Equestrian Center, I'm mounted on my new horse.

You also have the option to sell horses. A well-trained horse with some wins to her name will fetch a pretty penny.



Looks like I'm all done here. That'll be §125.

Caeli will sell for §10,190. Are you sure you want to sell Caeli? You might not be able to buy her back if you change your mind.

Caeli is worth more than five times what Winchester sold for!

Just as every animal will be adopted by someone, every horse offered for sale will be sold. You'll get a message saying "Wow, what a great horse! We'll have no problem finding a buyer..."

Caution

All sales are final! Don't sell your horse unless you're sure you want to, because you may not be able to buy her back if you change your mind.

Note

Dogs and cats can be adopted, and so can horses, but only horses can be sold.

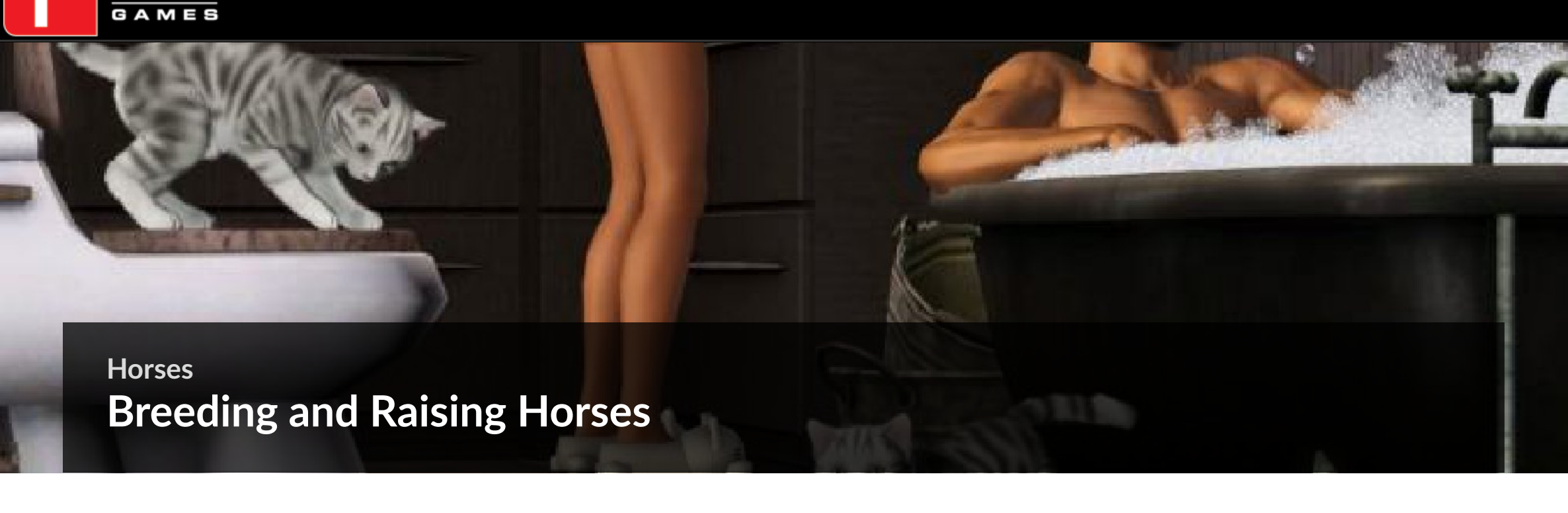
You should now see that it's quite possible to make some coin by training and selling horses. See the Breeding and Raising Horses section, below, for more details on how to be a successful horse breeder.

Watch Competition

The Equestrian Center has another interesting interaction. You can watch an equestrian competition for §200. This is a lot of fun for your Sim, especially if they have the Equestrian trait.

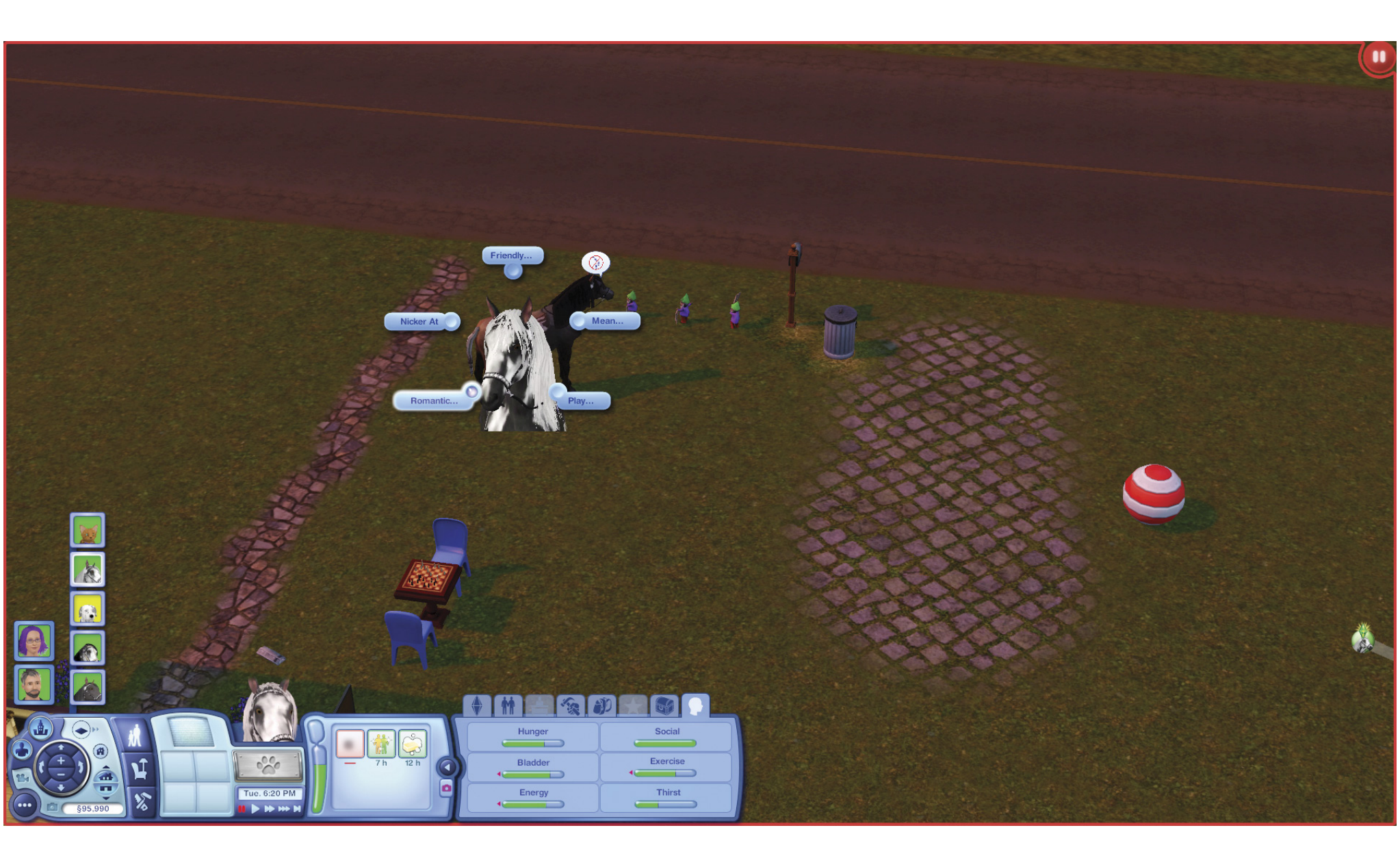
Invest

And as is the case with any venue, if you have enough money, you can invest in it and become a partner or a full owner.



Horses

Breeding and Raising Horses

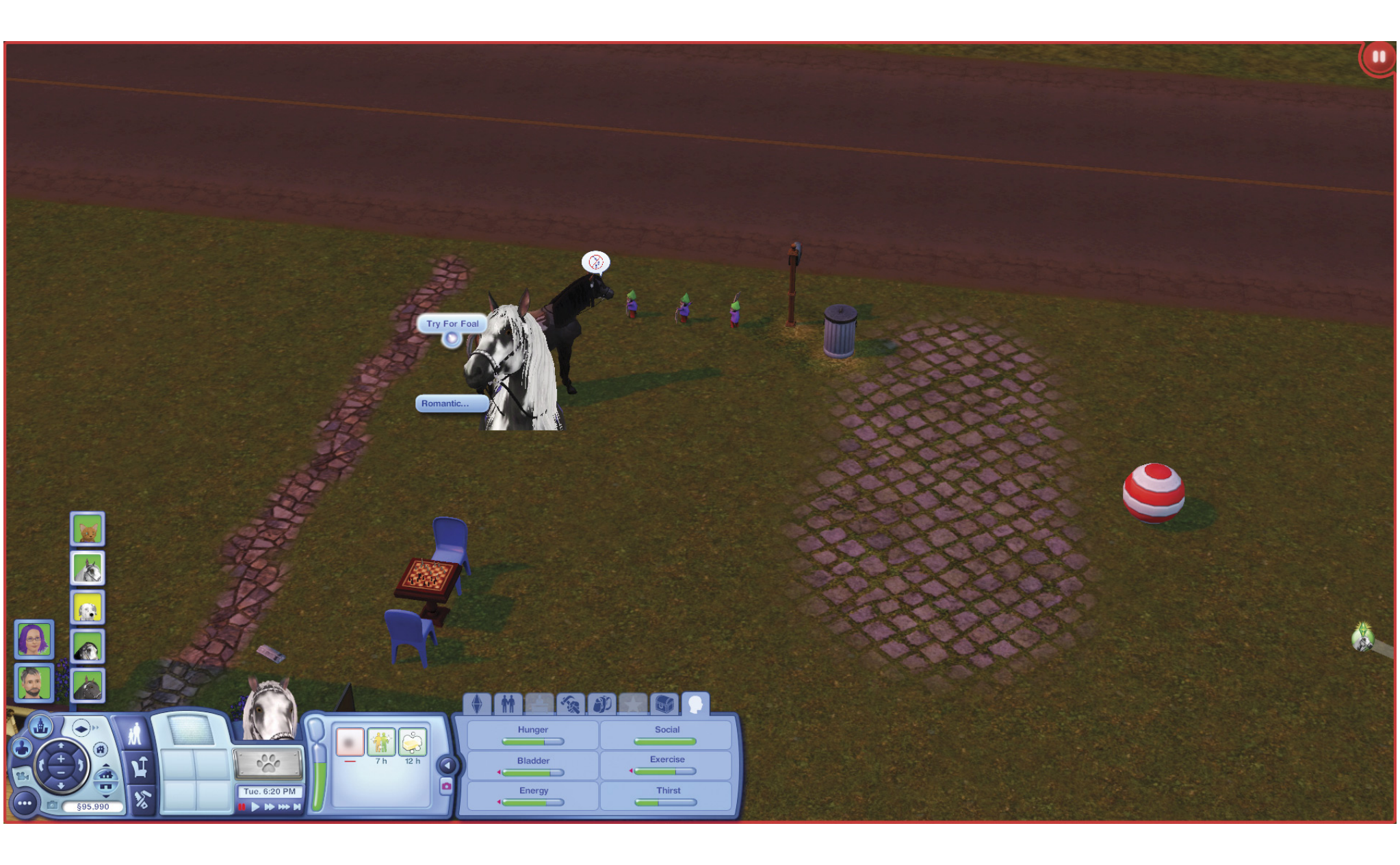


If you didn't always dream of having your own horse ranch and raising beautiful, smart, prize-winning horses for a living, you can just skip this section! For the rest of us, it's a dream come true.

Breeding Horses

You have several options when it comes to breeding horses. First of all, you could create male and female horses in Create a Sim (and optionally set their relationship to Mate, which starts their relationship at a higher level). Then you need to place a box stall object on your lot. Without a box stall, horses simply won't breed! If you have a pair of oppositely gendered horses with a good relationship, and a box stall, you can direct your horses to use the Try for Baby interaction.

The romantic interaction appears when horses have a high enough relationship.



They enter the box stall, and the action is blocked out, although you can see the typical shower of hearts around the horses. Just as with Sims, not every Try for Baby results in a baby. Keep trying until you get the message that the mare is pregnant.

After a few days, the mare drops the foal and you have the opportunity to name it. The foal will typically show characterstics of one or both parents. If the parent horses were trained, there's a chance the foal will inherit some ability from the parents.

Tip

Foals from well-trained horses start out life with a big advantage. My first filly from a mare at level 10 Jumping skill had a gigantic head start on Jumping skill when she aged to adult.

The Breed Mare Option

But what if you only have one horse? Or no horses? Are you out of luck? Not at all. You have several options. Bottom line, though: You need to have a female horse if you want to breed horses. You can buy a mare from the Equestrian Center, find a neighborhood mare to adopt, or tame a wild mare. But you've got to have at least one mare. Once you have a mare, you don't need to have your own stallion. You can simply take your mare to the Equestrian Center and have her bred.

Note

If you have a male horse, you can take him to the Equestrian Center and put him to stud, which pays Simoleons, but doesn't result in foals for your household.

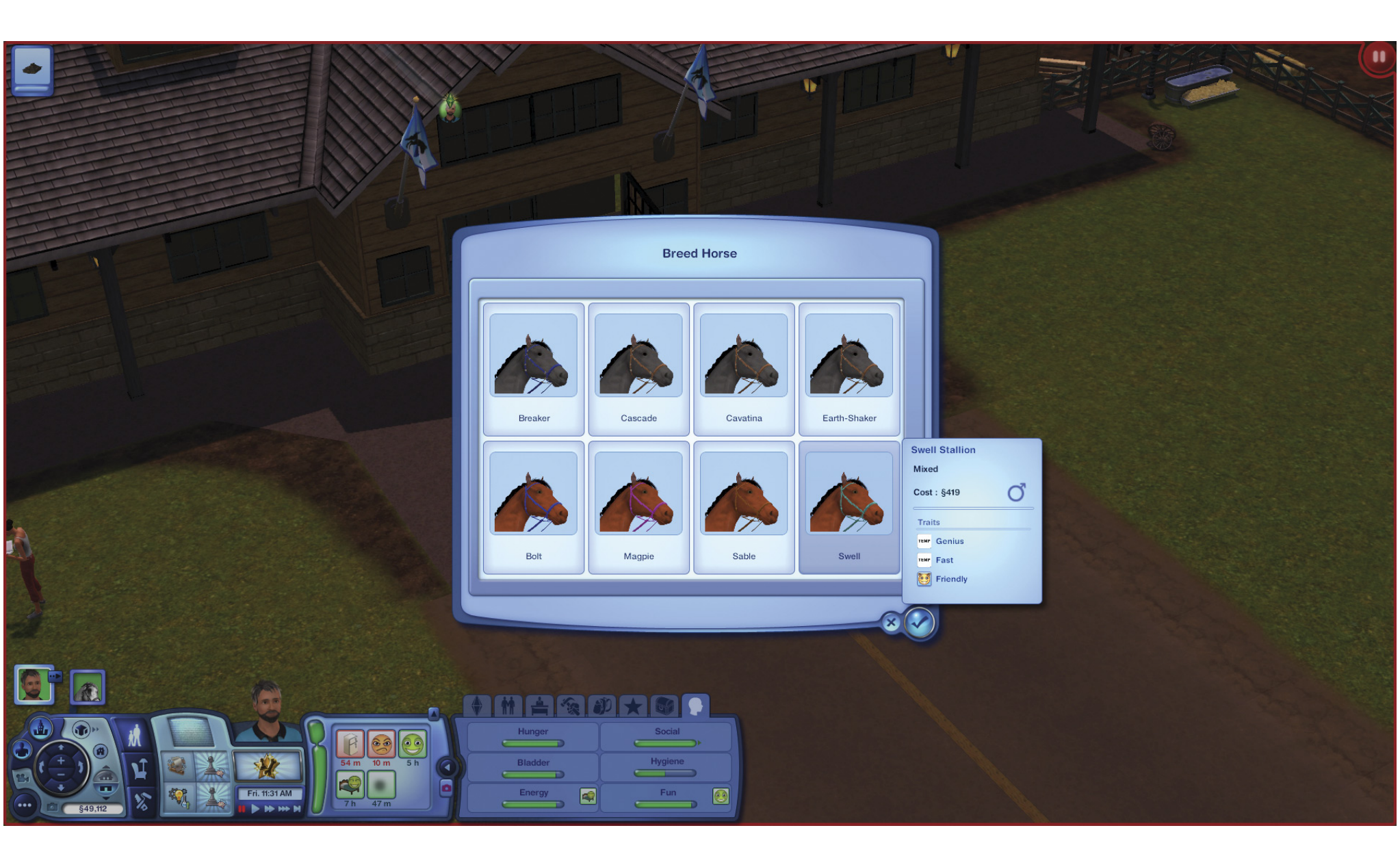
1/2

Looks like Caeli is pregnant. Prepare for a foal.

You get a picker window with a variety of available stud horses. You can choose among them based on looks or traits. Swell is Genius, Fast, and Friendly. These are traits I'd like to reinforce in my foals, so I choose to breed my mare to him.

Note

For this breeding option, the horses don't need to have any relationship level with each other.



Breed Horse

Swell Stallion

Mixed

Cost : §419

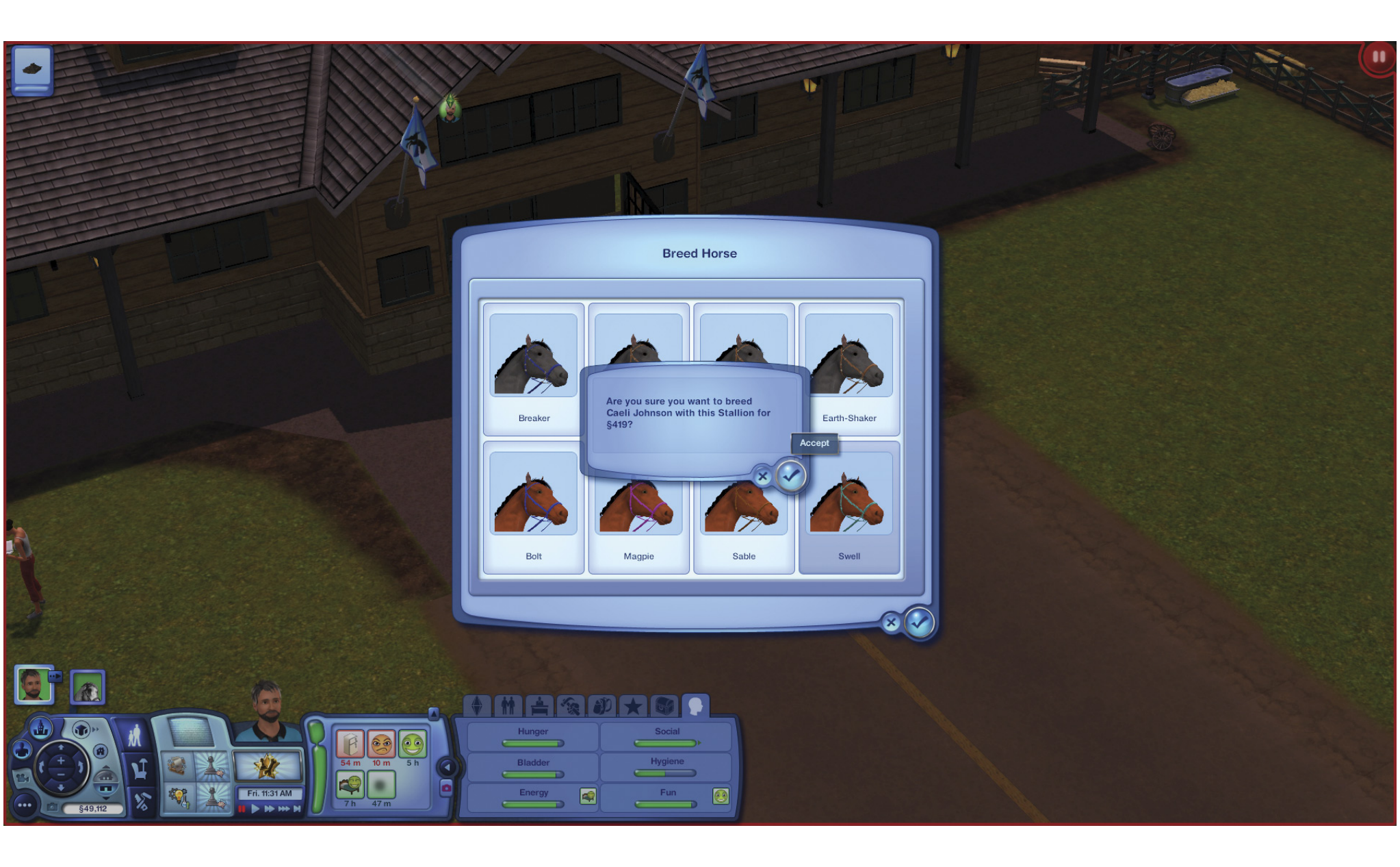
Traits

Genius

Fast

Friendly

I get a confirmation window that displays the cost to breed my mare to this horse, and gives me a chance to reconsider. If the breeding takes, I'll get a message saying that my horse is pregnant, and to prepare for a foal.



Breed Horse

Are you sure you want to breed Caeli Johnson with this Stallion for §419?

A few days later, Caeli gives birth to her foal! What an exciting occasion!

Tip

A new foal in the household bestows the highly positive Horsie! moodlet, which lasts for a full day.

Stud Fees

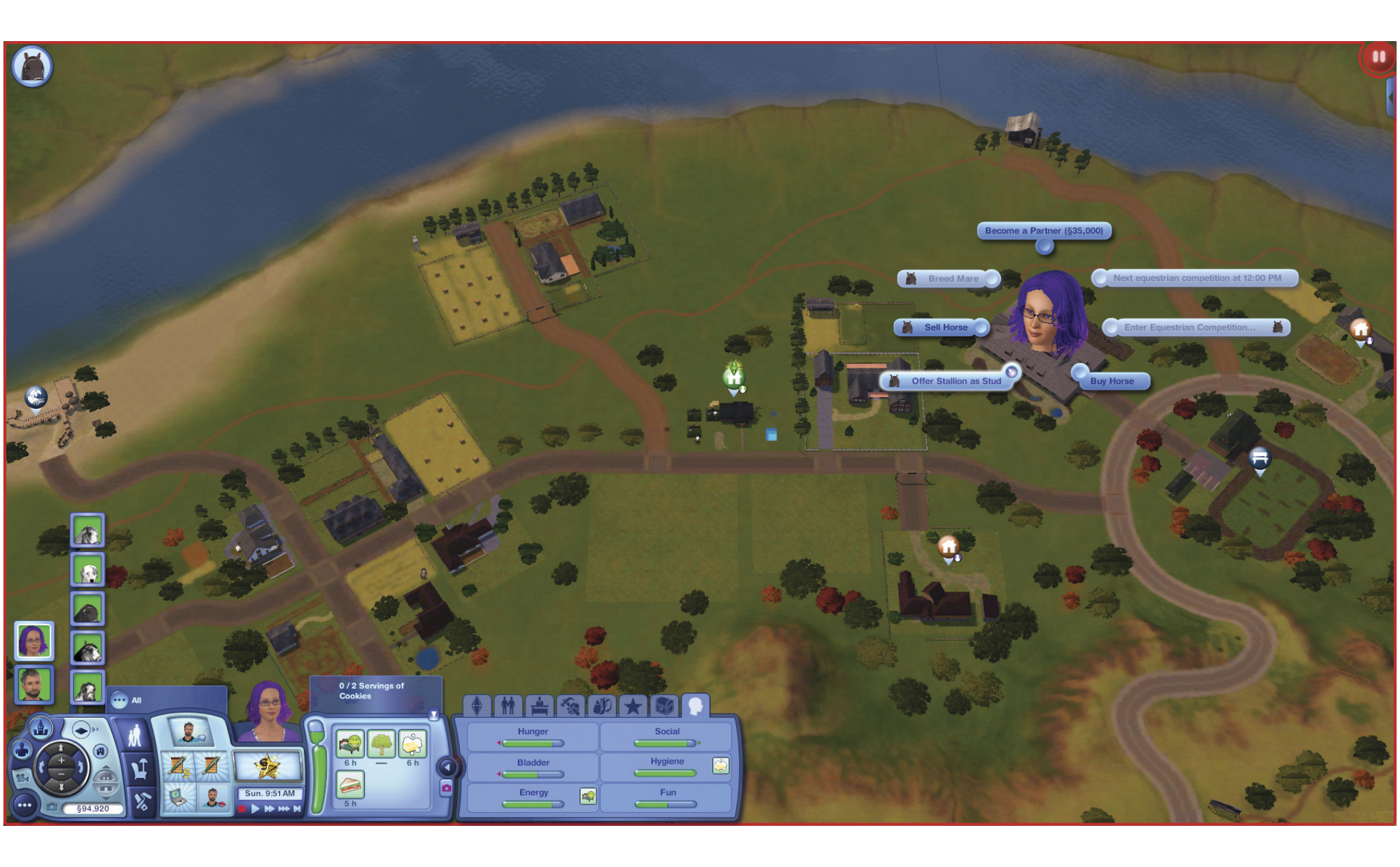
2/2

Caeli Johnson just had a foal! He will never forget how it felt to add a new member to the family!

Share This Memory!

Earlier we mentioned that you can take a stallion to the Equestrian Center to put him up for stud. This can be a very lucrative approach if your prize-winning horse is male. The Equestrian Center has an Offer Stallion for Stud option. Saddle up your studly stallion, and see what he's worth!

Stud service is a strictly business arrangement. The horses don't form a relationship, and you don't get a foal for your household out of the deal.



Even an average horse brings in a decent stud fee. Prize-winning stallions will command much more.

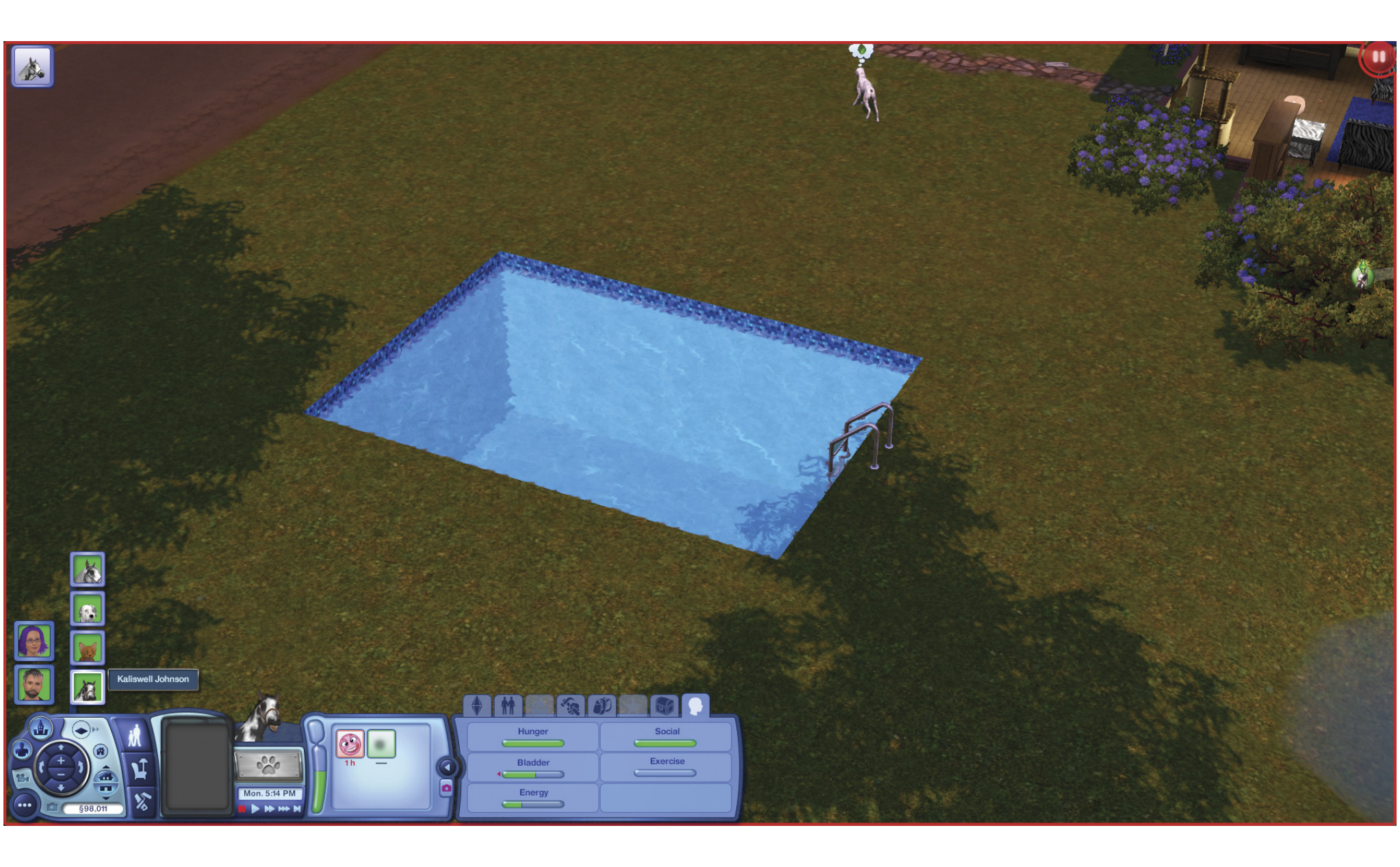
Notice that I paid §1,800 for Winchester, and his first stud fee earned §665. This fellow's gonna earn his hay.

Tip

Horses need a break between "services." You can't just put them to stud over and over. Let him rest and try again later.

Raising a Foal

Caeli stands watch over her sleeping foal.



The new foal becomes a playable member of the household. Foals have the same needs as horses, except they lack a Thirst need. For foals, Hunger and Thirst are both fulfilled from either nursing from their mother or being bottle fed by their Sims.

Note

A boy foal is called a colt and a girl foal is called a filly.

Baby foals will autonomously nurse from their mothers.

2/2

Asha Johnson just bottle-fed Kaliswell Johnson for the first time. Asha Johnson will never forget how happy Kaliswell Johnson was to finally be fed!

Share This Memory!

Or you can bottle feed them, which is a fun activity that builds your relationship.

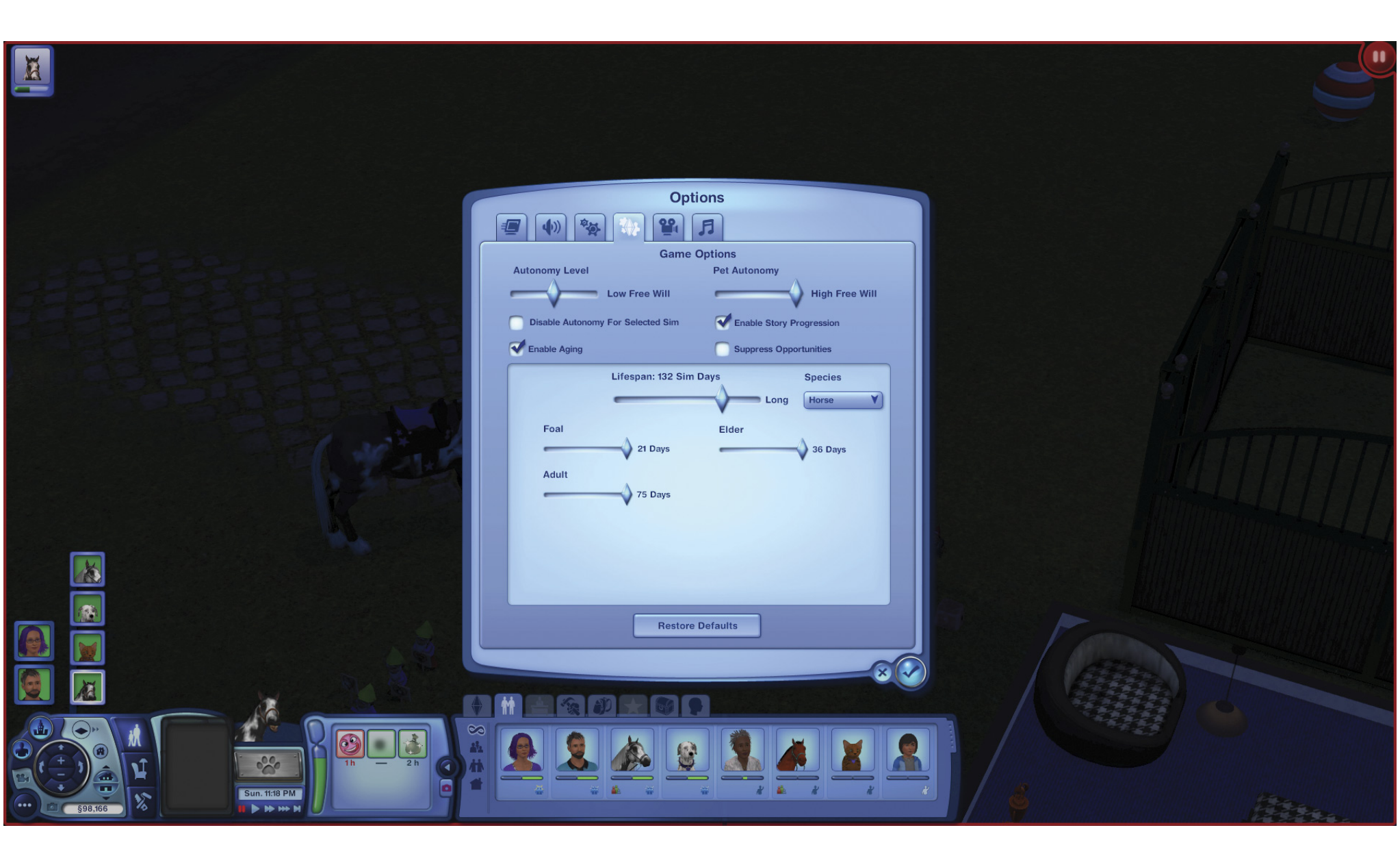
Note

You cannot ride a foal. You're too heavy for the baby! You can only lead them.

Foals don't like to be separated from their mothers (what if there was a tiger around?!?), nor do their mothers like to be separated from their foals. They each gain negative moodlets from the separation, lose Social quickly, and generally aren't happy until they reunite.

What happens if a foal is permanently separated from his mother because of death, sale, or adoption? That's pretty hard on a foal. The foal will miss his mother until he either gains a friend or higher relationship with a household Sim, or ages up.

Horses have a horse-to-horse horseplay interaction.



Options

Game Options

Autonomy Level: Low Free Will

Pet Autonomy: High Free Will

☐ Disable Autonomy For Selected Sim

☑ Enable Story Progression

☑ Enable Aging

☐ Suppress Opportunities

Lifespan: 132 Sim Days — Long

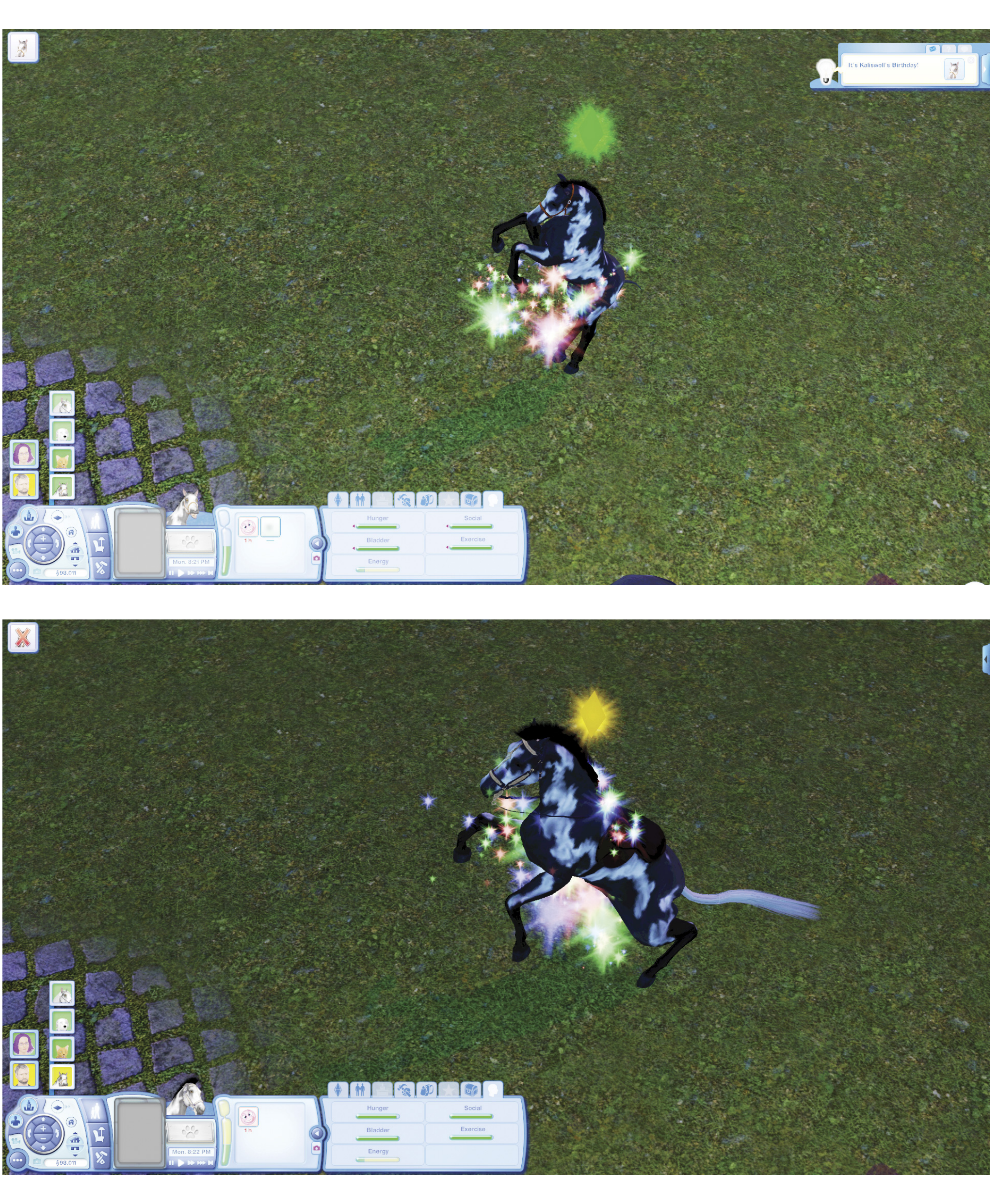
Species: Horse

Foal: 21 Days

Elder: 36 Days

Adult: 75 Days

How long it takes for your foal to mature into a horse depends on the settings you chose in the Options/Gameplay menu. Even if you set long lifespans, you might want to make your foals age up in a reasonable amount of time. Or, you can keep them babies for a long, long time. It's up to you!



Eventually your foal matures into a grown horse.

Caution

Neglected foals gain a negative trait when aging up.

Aging and Death

Horses have three age levels: foal, adult, and elder. You can set pet life spans in the Game Options menu, but unless you turn off aging entirely, pets will eventually die of old age. The Grim Reaper arrives, mounts the horse, and gallops away. To help your horses live longer, feed them lots of horse granola gourmet pet food, or purchase the Animal Expert Lifetime Reward (Sim) or the Young Again Potion for Pets (horse). You could also clone your favorite horse with the Clone Voucher Lifetime Reward (horse).

Recipe for Horse Happiness

Put your horses in their box stalls at night and direct them to eat, drink, and nap. This should keep their moods in balance and make them ready to train and compete the next day.

Have your Sims exercise and train their horses every day. If your Sims can't exercise them, direct the horses to Gallop Around, Train for Racing, or Play with Horseball to fill their Exercise need. Horses with the Agile or Fast traits need even more exercise.

Make sure to enter horses in each day's competitions at the right time. The more wins your horses rack up, the more valuable they are, and the more valuable their offspring will be.

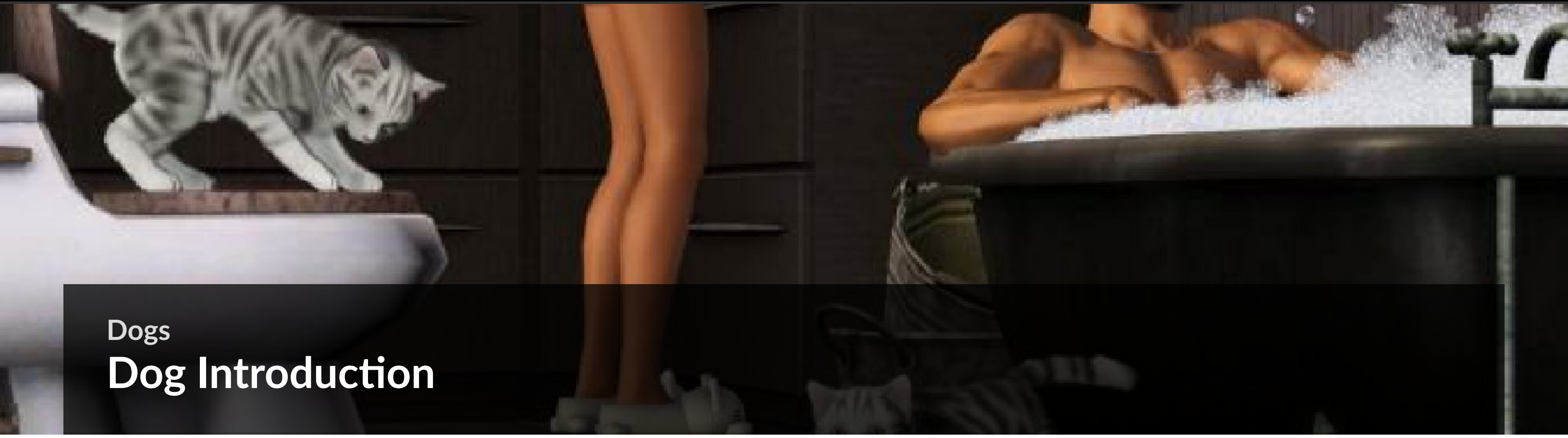
Clean your horse's hooves once a day for the positive Hygenic Hooves moodlet. It doesn't take long, and lasts a long time. Brush your horse daily also, and make sure to provide lots of hugs and other affection.

Give your mare a little time off from competitions when she has a foal. Spend the time nurturing the foal as much as possible, so it will gain positive traits when it ages up. You can build a dynasty of exceptional horses this way.

Especially if you have multiple horses on a lot, get the Celestial Salt Lick Reward Object early. It bestows a positive moodlet on any horse who licks it.

Horses love carrots and gourmet horse granola treats. Grow or cook their favorite foods.

Horses get positive moodlets from playing with the Horse Ball, splashing in the water trough, and eating fresh hay from scattered bales.



Dogs

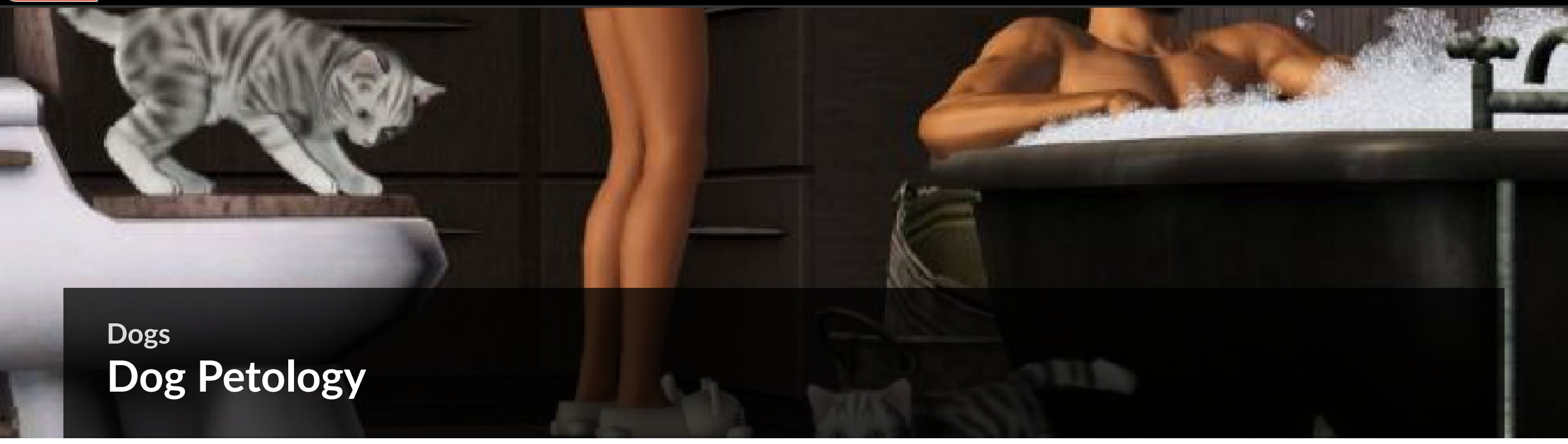
Dog Introduction

A dog is man's best friend
He has a tail on one end
Up in front he has teeth
And four legs underneath

—Ogden Nash

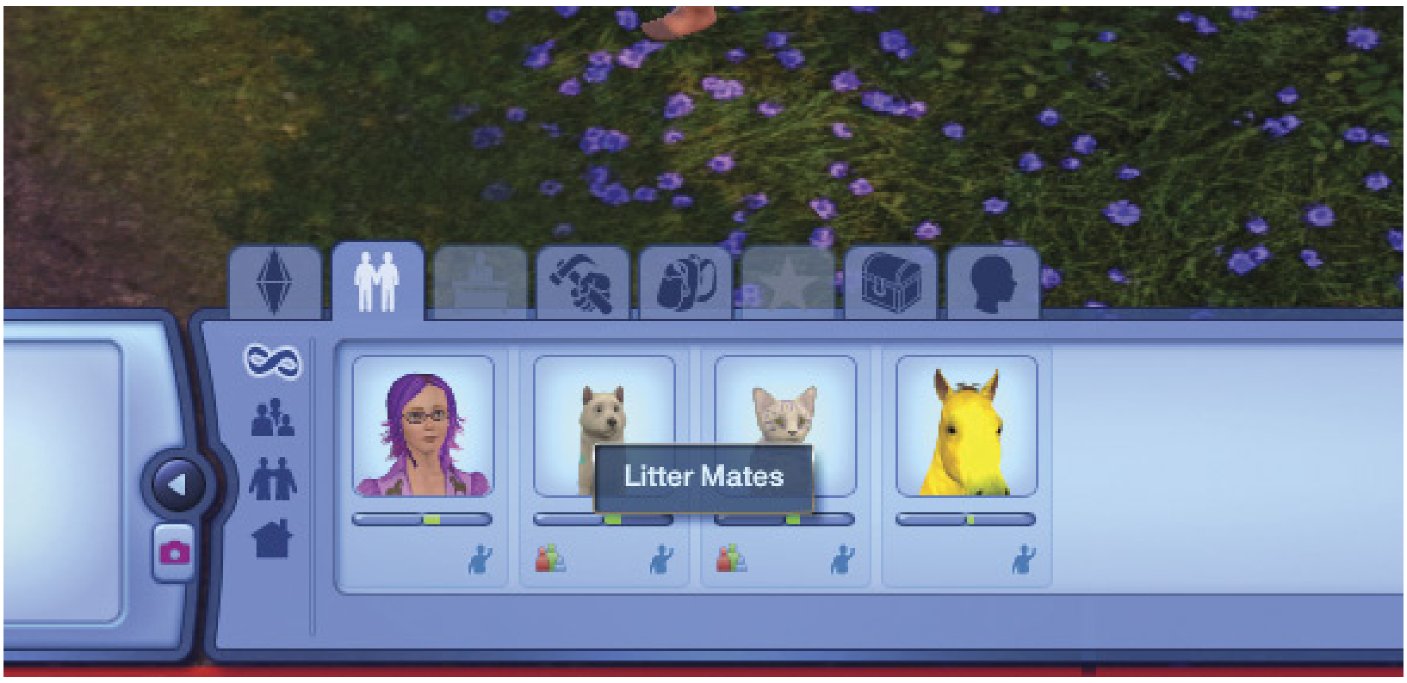
Dogs were probably human's first companion animals. In fact, by definition, dogs are the wolves that renounced their wild heritage to throw their lot in with humans. Dogs and people have been mutually beneficial partners ever since. We've bred dogs into an astounding array of shapes and sizes, from giant mastiffs to tiny chihuahuas. Dogs help us hunt, track, retrieve, or herd animals. They alert us to danger, help us overcome disabilities, and guard our homes. But most of all, they provide companionship and unconditional love.

And now your Sims can enjoy all the benefits—and challenges—of having a pet dog.



Dogs

Dog Petology



The Dog UI

Like horses, dogs are full members of the household, and are under your control. Dog icons appear to the right of the household Sims icons in the UI, along with the icons of any other household pets.

> **Tip**
>
> Don't forget that you can change various Game Options for your dog, such as amount of free will or length of each age group.

Dogs have the following panels: Petology, Relationships, Careers (This tab is grayed out because pets don't have jobs), Skills, Inventory, Opportunities (This tab is grayed out because pets don't receive opportunities), Lifetime Happiness, Needs.

Petology and Relationships

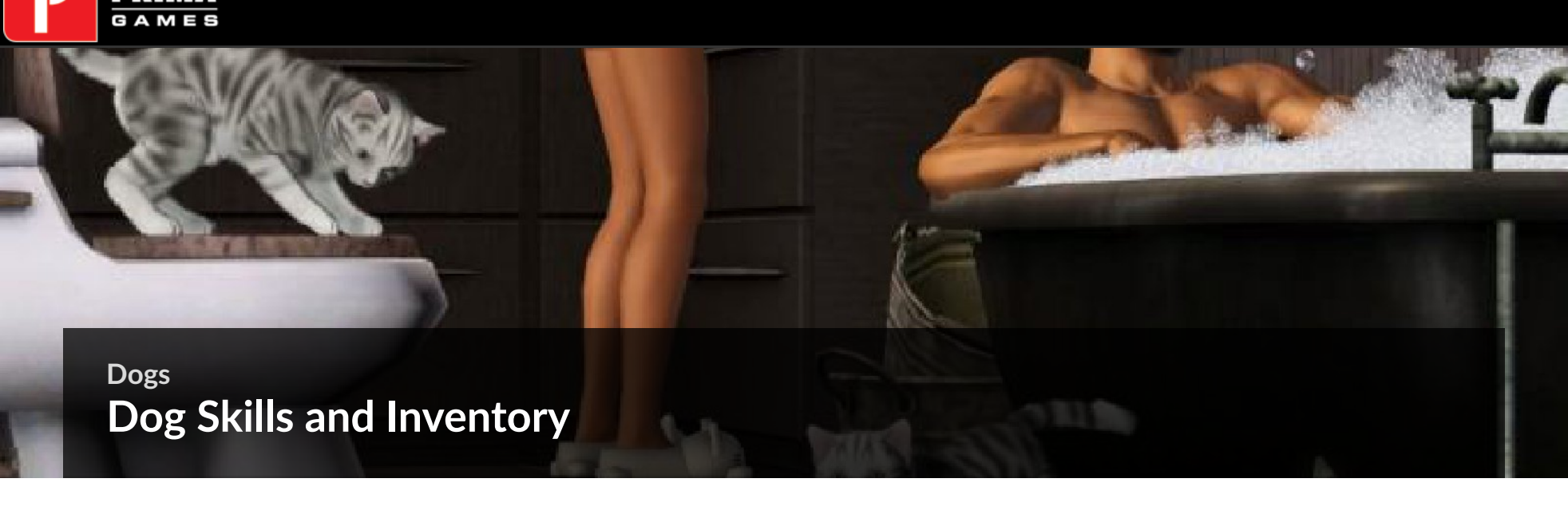
All pets have similar Petology and Relationship tabs, which are very much like those for Sims, and pretty self-explanatory. Remember that dogs, like all pets, start out with certain traits, but those traits will be added to and subtracted from based on the training and reinforcement they receive from their Sim guardians.

Pets have slightly different relationship levels than Sims do. Rather than Acquaintance, pets who know another Sim slightly show them as a Familiar Sim. There can also be Familiar Cat, Familiar Dog, and Familiar Horse relationships. Pets also have access to the Best Friend Forever relationship level, and can bestow it upon favored Sims or other pets. Pets are also considered Mates if the Mate relationship was set in Create a Sim, or if they have bred.

Dogs that were created together in Create a Sim are considered Litter Mates unless you have set their relationship to Mate.

Dogs don't have careers, so that tab is grayed out. Neither do they have opportunties.

> **Tip**
>
> Sims with the Dog Person trait will be the closest to their dogs. They build LTR quicker, train their dogs to hunt and do tricks faster, and prefer to socialize with dogs. They also get the Dog Playtime! positive moodlet when interacting with their dogs.

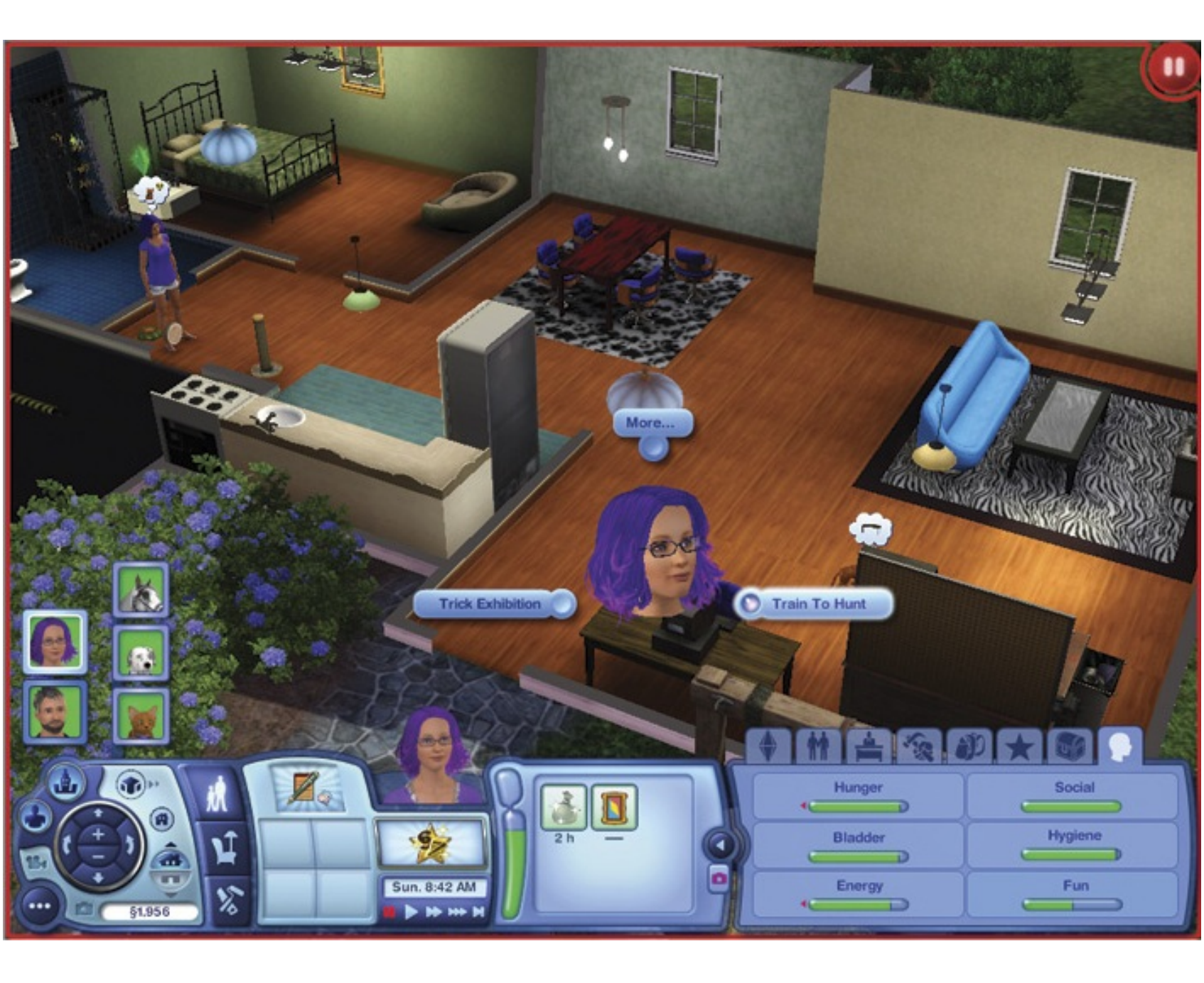


Dogs

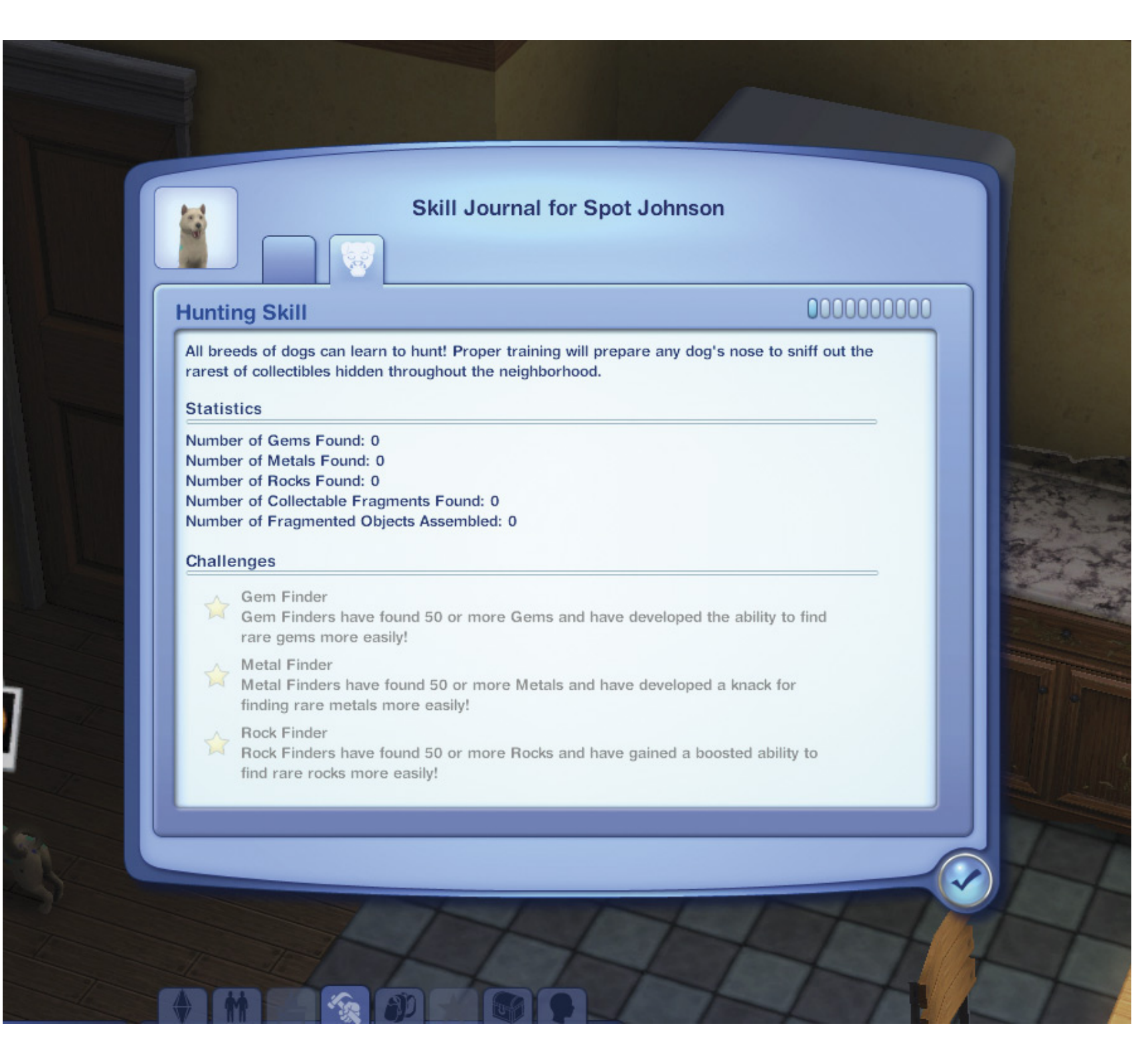
Dog Skills and Inventory

Dogs have two skills: Hunting and Tricks. Obviously, dogs can't read skill books or take classes in town, but they do have one advantage: Their Sim guardian can teach them to hunt, and teach them tricks.

Hunting Skill



To teach your dog to hunt, direct your Sim aged teen or older to click on the dog and choose the Teach to Hunt interaction. The dog looks attentive while the Sim gestures and points. A meter appears over the dog's head showing the progress. Once a dog has learned one level of Hunting skill, the skill appears in the dog's Skill panel, which is similar to a Sim's.



Skill Journal for Spot Johnson

Hunting Skill

All breeds of dogs can learn to hunt! Proper training will prepare any dog's nose to sniff out the rarest of collectibles hidden throughout the neighborhood.

Statistics

Number of Gems Found: 0
Number of Metals Found: 0
Number of Rocks Found: 0
Number of Collectable Fragments Found: 0
Number of Fragmented Objects Assembled: 0

Challenges

Gem Finder
Gem Finders have found 50 or more Gems and have developed the ability to find rare gems more easily!

Metal Finder
Metal Finders have found 50 or more Metals and have developed a knack for finding rare metals more easily!

Rock Finder
Rock Finders have found 50 or more Rocks and have gained a boosted ability to find rare rocks more easily!

Hunting Skill Journal

All breeds of dogs can learn to hunt. Proper training will prepare any dog's nose to sniff out the rarest of collectibles hidden throughout the neighborhood.

Statistics: Number of Gems Found, Number of Metals Found, Number of Rocks Found, Number of Collectible Fragments Found, Number of Fragmented Objects Assembled.

Challenges:

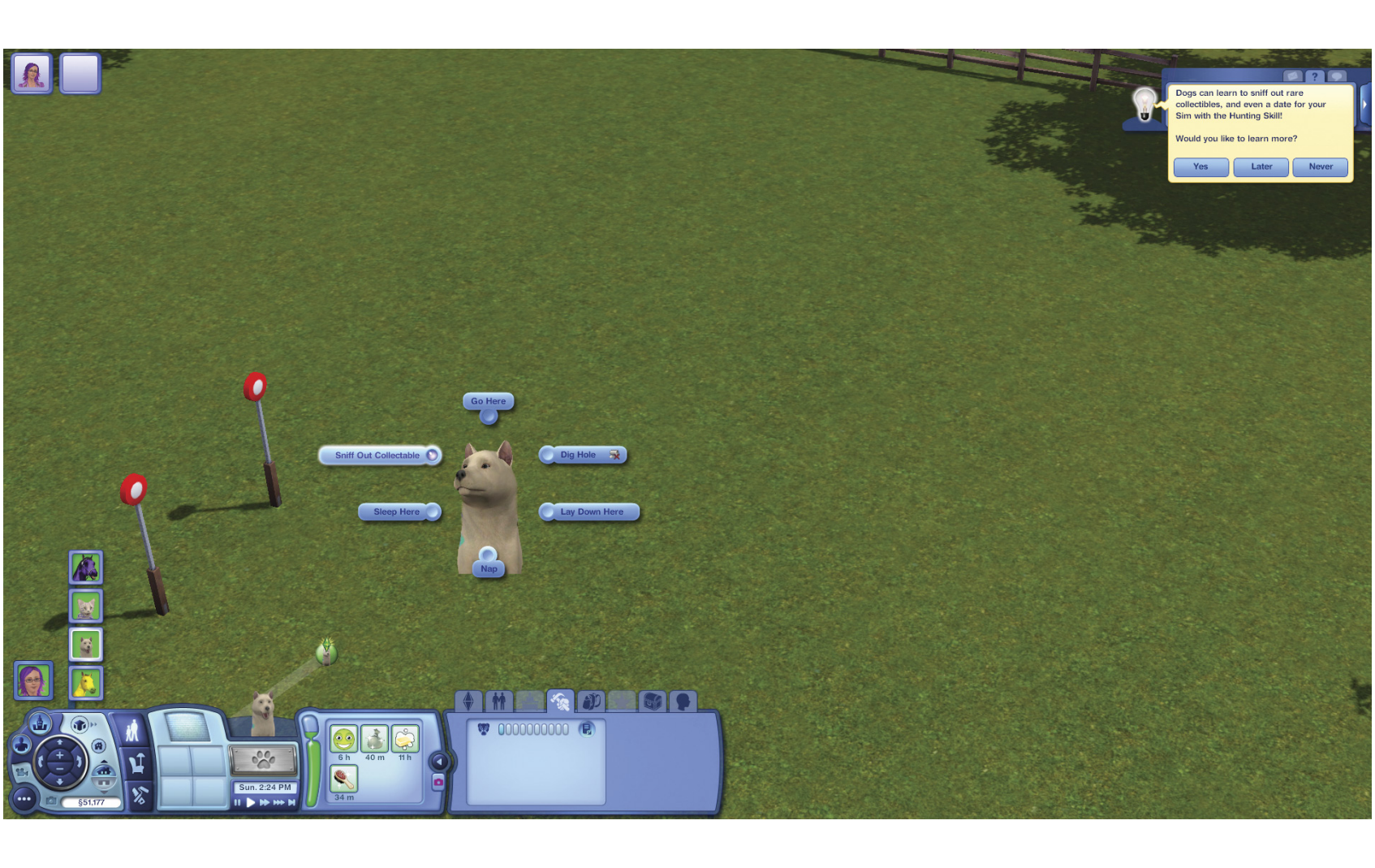
Gem Finder -Gem Finders have found more than 50 gems and have developed the ability to find rare gems more easily!

Metal Finder - Metal Finders have found 50 or more metals and have developed a knack for finding rare metals more easily!

Rock Finder - Rock Finders have found 50 or more rocks and have gained a boosted ability to find rare rocks more easily.

Hunting Skill Progression

Teaching your dog to hunt takes time and attention, but it's fun for the dog, and potentially lucrative for the Sim. Once a dog has learned the Hunting skill, new interactions become available. With the dog selected, click on the ground to access the Sniff Out Collectable option.

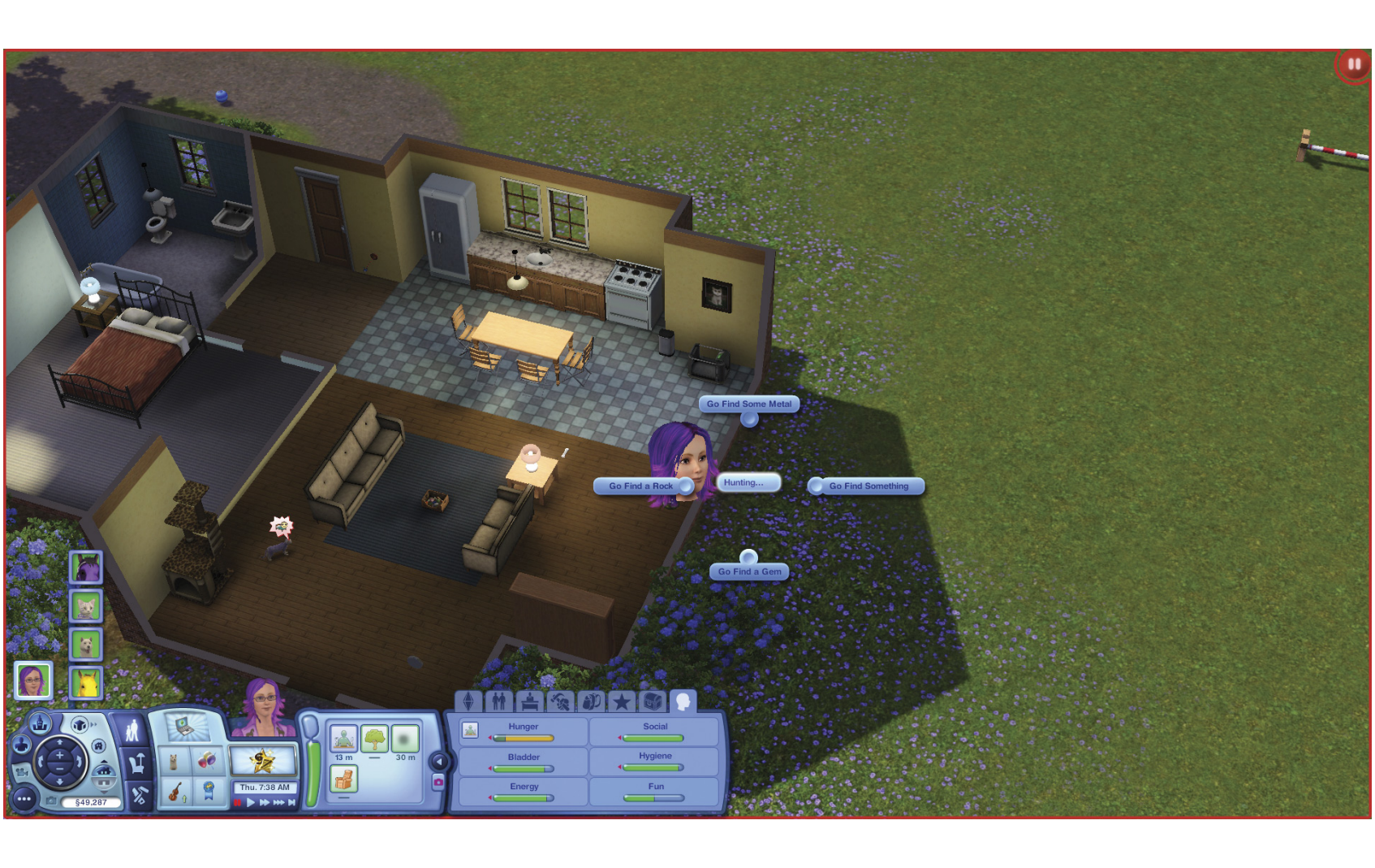


Dogs can learn to sniff out rare collectibles, and even a date for your Sim with the Hunting Skill!

Would you like to learn more?

The Sniff Out Collectable option.

Your Sims can also direct a dog to go hunt for a specific item. When your Sim clicks on the dog, a Hunting option now appears on the main menu. Click that to get four options: Go Find Some Metal, Go Find Something, Go Find a Gem, Go Find a Rock.



Click the Hunting interaction to access these choices.

Whether self directed or Sim directed, this command sends the dog racing across nearby yards and fields, seeking goodies to dig up. When the dog finds the right spot, she digs up the item.

Empty Chip Bag

Not every hunt digs up something, and not not every dug up item is particularly valuable. At first, dogs dig up... interesting... items like snake skins, colorful leaves, or empty chip bags. But as your dog learns to hunt more, either from actually hunting or from your Sim's hunt training, they get better at finding valuable items.

When you command a dog to Go Find a specific collectable, Genius dogs are more likely than Clueless dogs to understand what you want, and bring back what you asked for.

Pink Diamond

A pink diamond worth §1,421? That'll buy a lot of dog food!

Highly trained hunting dogs can dig up more than gems, rocks, or metal. They can actually sniff out valuable collectables. These come in fragments, much like relics from World Adventures. When the dog has located all the fragments of a collectable, a Reconstruct interaction becomes available. Fragmented collectables include: Mini Dinosaur Skeleton, Stone Hydrant Sculpture, Diamond Dog Sculpture, "Early Sim" Skeleton.

Tip

Display completed collectables to commemorate your dog's hunting prowess.

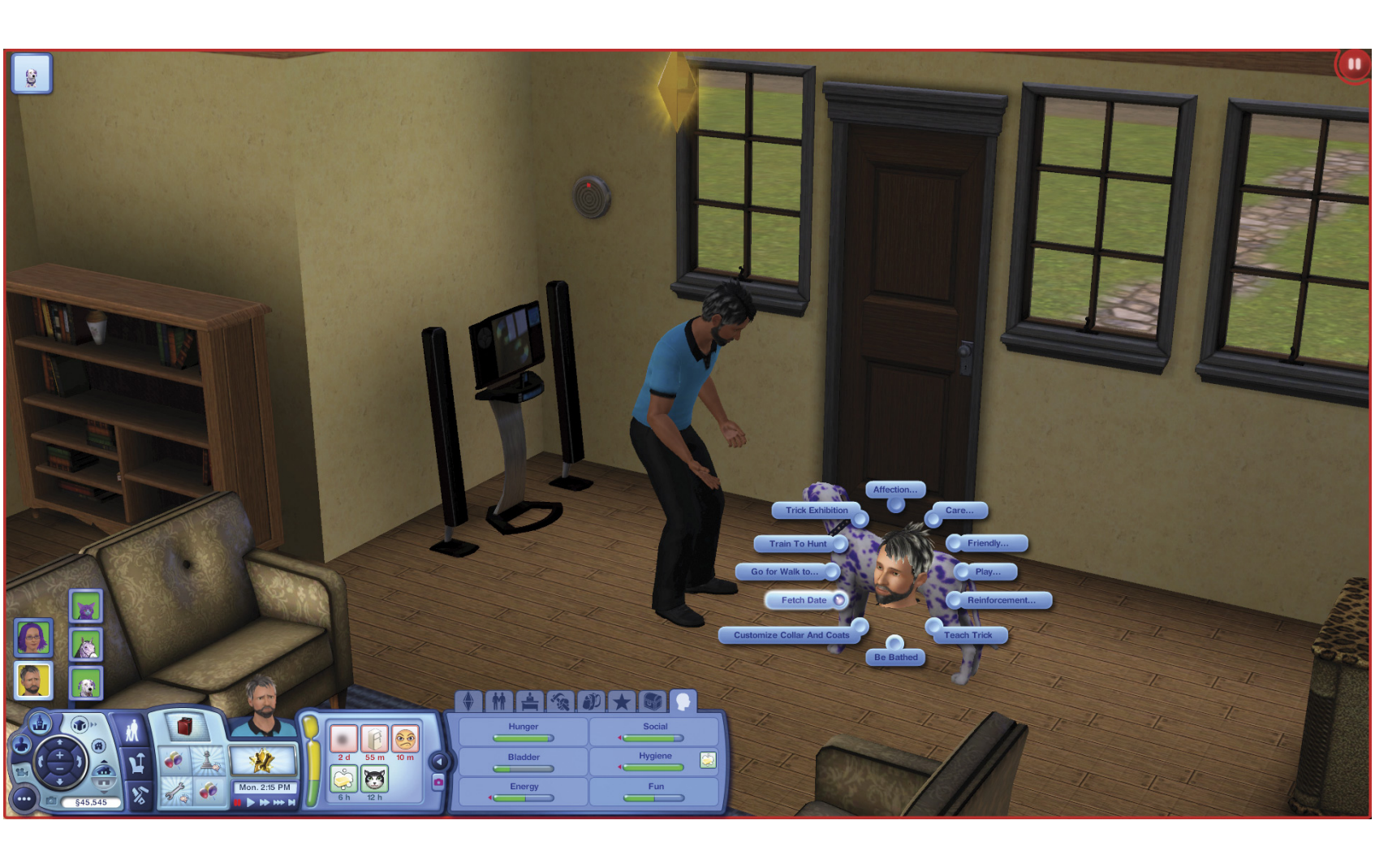
Locate Collectable

Another option available to a trained hunting dog is Locate Collectable...<type>. Available types are metal, gem, and rock. If there are collectables to be found nearby, the dog trots off to sniff them out. The view then changes to Map View, with map tags pointing to spots where these valuables can be found. These tags have the Dig Up interaction.

The dog's level of Hunting skill determines what type of collectables can be found.

Fetch Date

Dogs that have been taught to hunt have another fun interaction: Fetch Date. This interaction is only available when a young adult, adult, or elder Sim clicks on the dog and there is a single, age appropriate Sim of the initiating Sim's preferred gender on the lot.



When these conditions are met, the Fetch Date interaction appears when the Sim clicks on the dog.

Be Fetched For Date

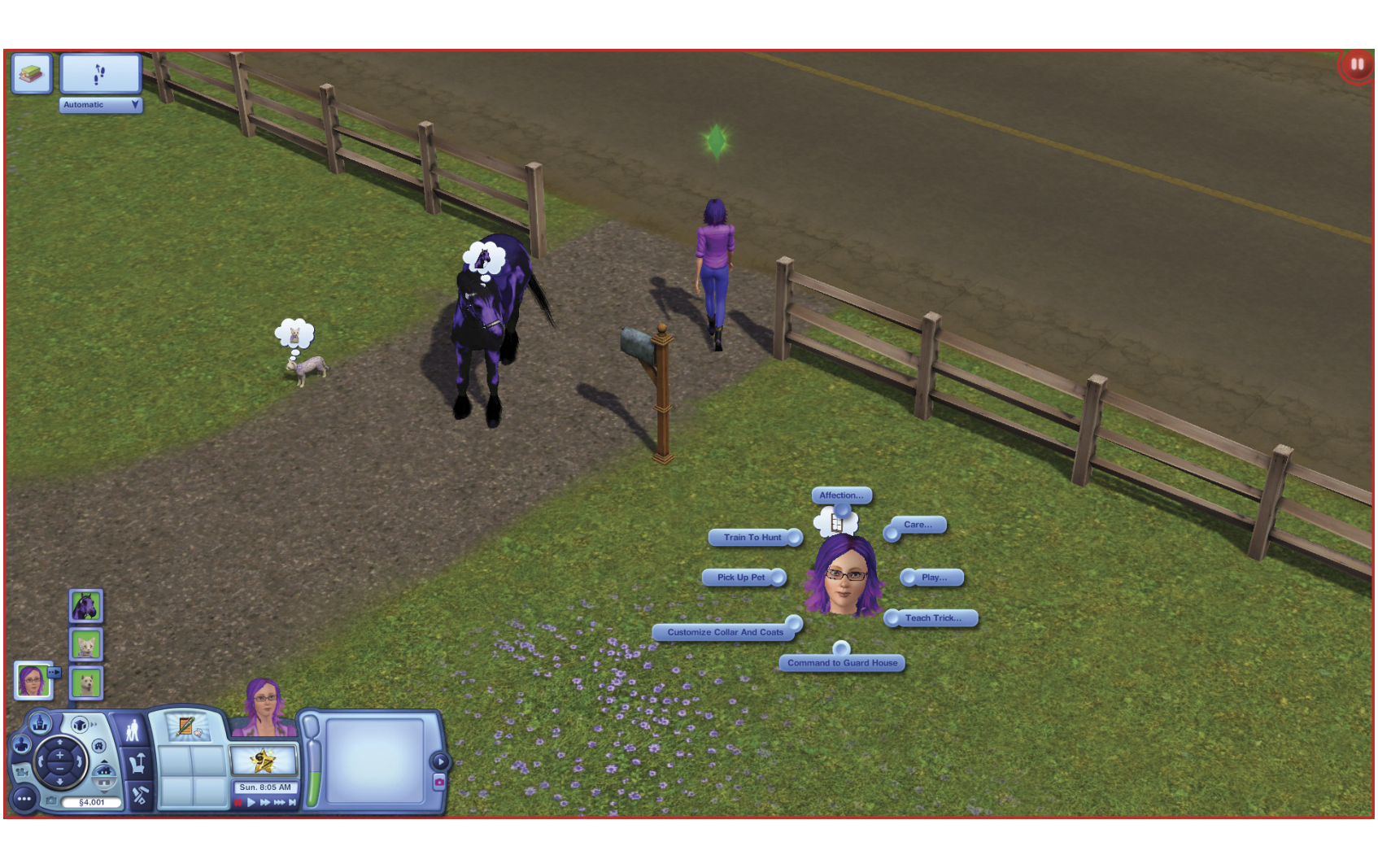
Spot found me when my husband issued the Fetch Date command. Good dog! And btw... you better not be fetching anyone else!

Tip

Socialization with Sims fetched for a date start out in the Flirty context.

Tricks Skill

Sims can also teach their dogs to do tricks. Direct your Sim to click on the dog, and choose the Teach Trick interaction. The first trick your Sim can teach is Sit. Your Sim patiently repeats the command, with gestures. After a while, the dog catches on.



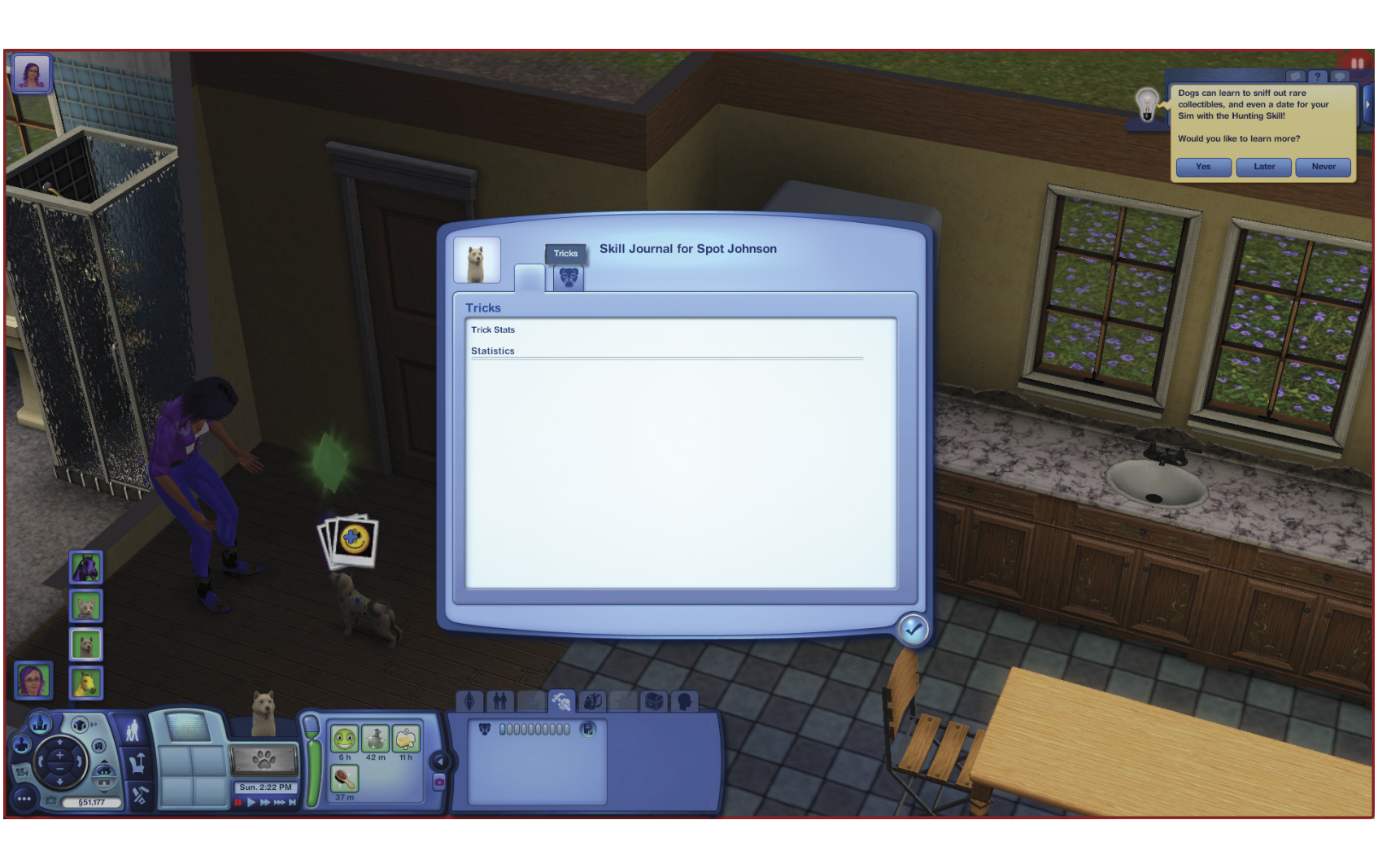
Have your Sim click on their dog to access the Teach Trick interaction.

Note

Dogs can't learn tricks by themselves. They need to be taught by a Sim.

Genius dogs learn faster, while Clueless dogs are harder to train. Dogs learn tricks faster if they're in a good mood. And the higher the dog's relationship with the Sim doing the training, the faster the dog will learn.

Although Tricks is a hidden skill, trick progress is tracked on a tab in the dog's Skill journal. When your dog has almost finished learning the current trick, another trick shows up in the menu when you choose the Teach Trick interaction. Keep training your dog to unlock all the possible tricks.



If Spot knew any tricks, they'd appear here.

Once dogs have learned a trick, they can perform the trick for a specific Sim. For example, a dog who has learned to Sit gains access to the Sit For... interaction on a Sim.

Tip

The Super Smart Pet Lifetime Reward will help your dog learn Hunting and Trick skills much faster.

Dogs can learn these tricks: Sit, Sit Up, Shake, Roll Over, Play Dead, Speak, Leap into Arms.

Command to Sit/Sit for... Once dogs learn to Sit, they Sit on command from a Sim. They can also go up to a Sim and Sit. Sims respond positively or negatively, according to their traits.

Command to Sit Up/Sit Up for... Dogs trained in the Sit Up command can perform it when requested by a Sim, or you can direct the dog to perform it for a Sim. As with the Sit interaction, the Sim will respond according to their traits.

Command to Shake/Shake for... The dog offers a paw to the commanding Sim, or the Sim the dog has chosen to do the trick for. Once again, the target Sim responds based on traits.

Command to Roll Over/Roll Over for... Like all the above tricks, the dog performs this upon command or as directed, with the target Sim's response based on their traits.

Note

Dogs often respond with an affectionate social when Sims respond favorably to their tricks.

Once a dog has learned the basic tricks and starts learning the harder ones, the dog and training Sim start reaping some benefits. And a really will-trained dog can bring in some Simoleons by exhibiting a clever series of tricks.

Command to Play Dead/Play Dead for... This trick builds relationship between the commanding Sim and the dog. The dog also gains Trick skill. When performed for another Sim, the dog gains Fun and increased relationship with the Sim, although the performed-for Sim gets a little Stressed. (Oh no!... Ah! it was just a trick, phew.)

Command to Speak When commanded to speak by a Sim aged teen or older, dogs vocalize with a series of barks and howls. Sims who see this react positively. This trick increases relationship between the dog and the Sim, and builds the dog's Trick skill.

Howlin' Along

Howl with... isn't actually a trick, but it is a fun interaction. This dog-only interaction (either autonomous or user directed) is used on a Sim who is playing an instrument. This is a dog only interaction (either autonomous or user directed) on a Sim playing an instrument. The dog sits and howls along with the music. Sims watching this react positively or negatively based on their traits. Hyper, Loyal, and Genius dogs do this more often. Lazy dogs do this less often. This builds Fun for both the dog and any Sims who are playing instruments. It also increases the LTR between the dog and target Sim.

Command to Leap Into Arms/Leap Into Arms... When a Sim asks a dog to leap up, the dog rears back and leaps into the Sim's arms. The Sim pats the dog while other Sims react excitedly. This increases relationship between dog and Sim, and builds the dog's Trick skill. User directed dogs can also perform this trick on Sims aged teen or older, which is is Fun for both the Sim and the dog and builds LTR.

Note

Once a dog knows some tricks, a Trick interaction appears on the menu when your Sim clicks on the dog. The Sim can command the dog to perform one of the known tricks.

Tip

Successfully completing a trick gives your dog the Good Dog moodlet.

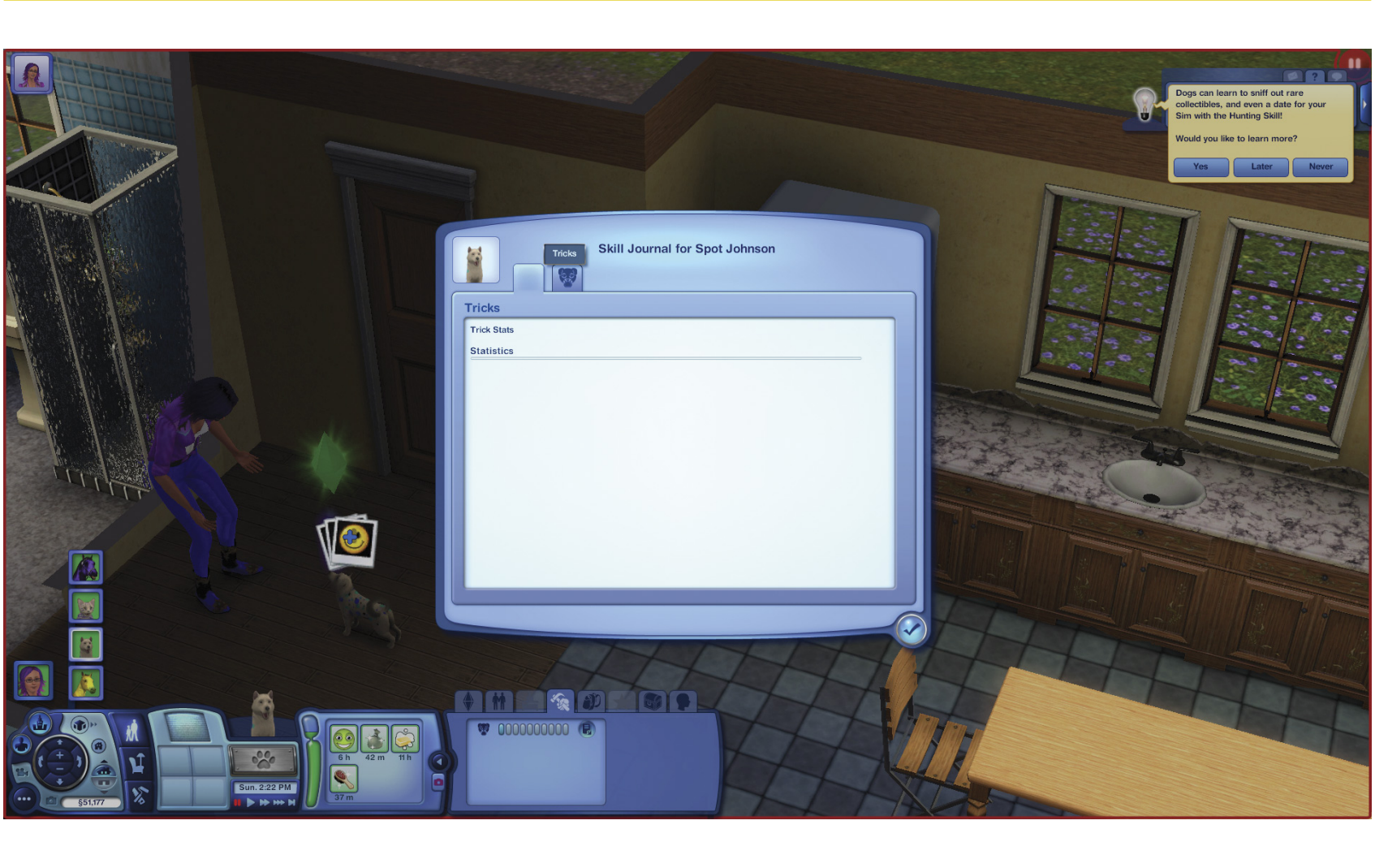
Trick Exhibition

Once a Sim has taught the dog some tricks, they can perform a trick exhibition. To do this, have the Sim click on the dog, and choose Trick Exhibition. They find a likely spot nearby, the Sim puts down a tip jar, and the dog starts working through learned tricks. Sims will gather around, and maybe toss some Simoleons in the tip jar!

Performing a Trick Exhibition is Fun for the dog and his Sim, builds LTR between them, and gives them both Energy.

Note

Better trained dogs earn more tips. Nicer Sims also tip better.



Dogs love to learn skills and tricks, but they can only work at it for so long before they become fatigued. Once fatigued, they can't gain any more skills or do any tricks.

Dog Hunting Chances by Skill Level

Metals

Metal	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight	Bonus Weight After Lifetime Reward
Iron	1	10	10	1	
Silver	1	10	10	1	
Gold	3	10	1	10	
Palladium	3	10	1	10	
Plutonium	5	10	1	10	5

World Adventures Metals

Metal	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight	Bonus Weight After Lifetime Reward
Mercury *					
Platinum *					
Copper *					
Mummitomium *					
Titanium *					
Iridium *					
Supernovium	5	10	1	10	5
Compendium	5	10	1	10	5
Ambitions					
Woohooium	3	10	1	10	

* Because dogs can't travel, they can't hunt gems found only in foreign locales.

Late Night Metals

Metal	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight	Bonus Weight After Lifetime Reward
TungstenCarbide	1	10	10	1	
CarbonSteel	3	10	1	10	

Gems

Gem	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight	Bonus Weight After Lifetime Reward
Aqua	1	10	10	1	
Smoky	1	10	10	1	
Emerald	1	10	10	1	
Ruby	1	10	10	1	
Yellow	1	10	10	1	
Tanzanite	1	10	10	1	
Diamond	3	10	1	10	
Rainbow	3	10	1	10	
Crazy	3	10	1	10	
Pink	5	10	1	10	5

World Adventures Gems

Gem	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight	Bonus Weight After Lifetime Reward
Alabaster					
Turquoise *					
Lazuli *					
Jade *					
Amethyst *					
Citrine *					
Opal *					
Soulpeace	5	10	1	10	5
Geode	3	10	1	10	
Septarian	3	10	1	10	
Quartz	1	10	10	1	
Tiberium	3	10	1		

Ambitions Gems

Gem	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight	Bonus Weight After Lifetime Reward
FluoritePalmstone	3	10	1	10	

World Adventures Gems

Gem	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight	Bonus Weight After Lifetime Reward
Smithsonite	1	10	10	1	
Vampires Eye	3	10	1	10	

* Because dogs can't travel, they can't hunt gems found only in foreign locales.

Rocks

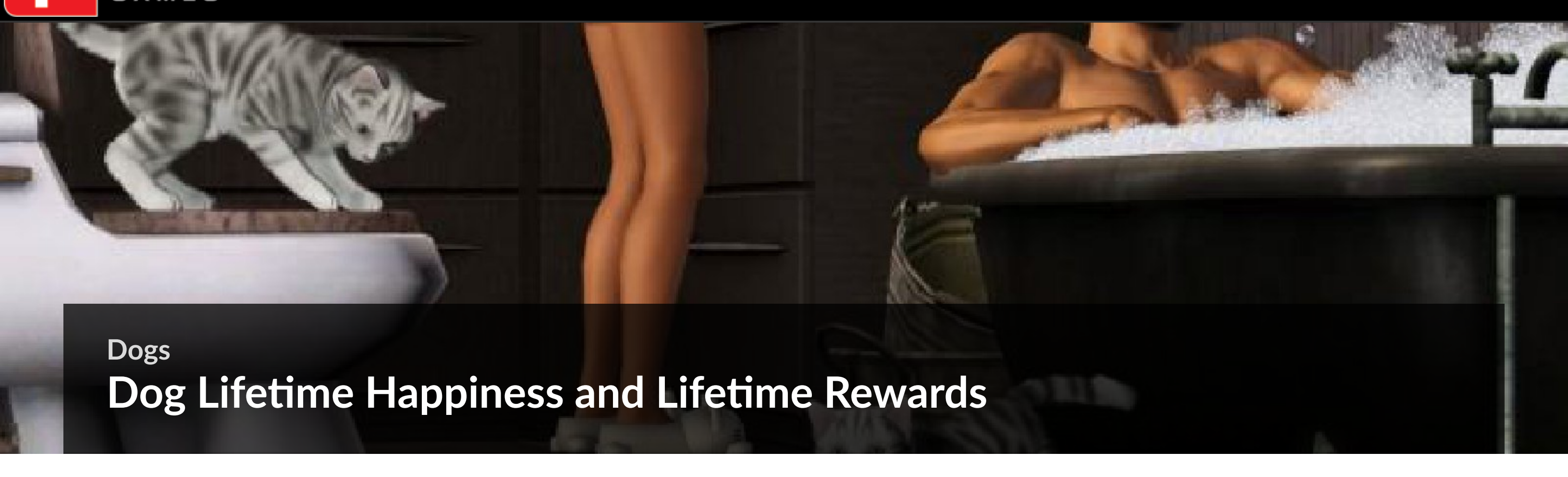
Rock	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight	Bonus Weight After Lifetime Reward
Small Rock	1	10	10	1	
Medium Rock	3	10	1	10	
Large Rock	5	10	1	10	5

Fragments

Fragment	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight	Bonus Weight After Lifetime Reward
Mini Dinosaur Skeleton A	3	10	1	10	
Mini Dinosaur Skeleton B	3	10	1	10	
Mini Dinosaur Skeleton C	3	10	1	10	
Stone Hydrant Sculpture A	3	10	1	10	
Stone Hydrant Sculpture B	3	10	1	10	
Stone Hydrant Sculpture C	3	10	1	10	
Diamond Dog Sculpture A	5	10	1	10	
Diamond Dog Sculpture B	5	10	1	10	
Diamond Dog Sculpture C	5	10	1	10	
Early Sim Skeleton A	5	10	1	10	
Early Sim Skeleton B	5	10	1	10	
Early Sim Skeleton C	5	10	1	10	

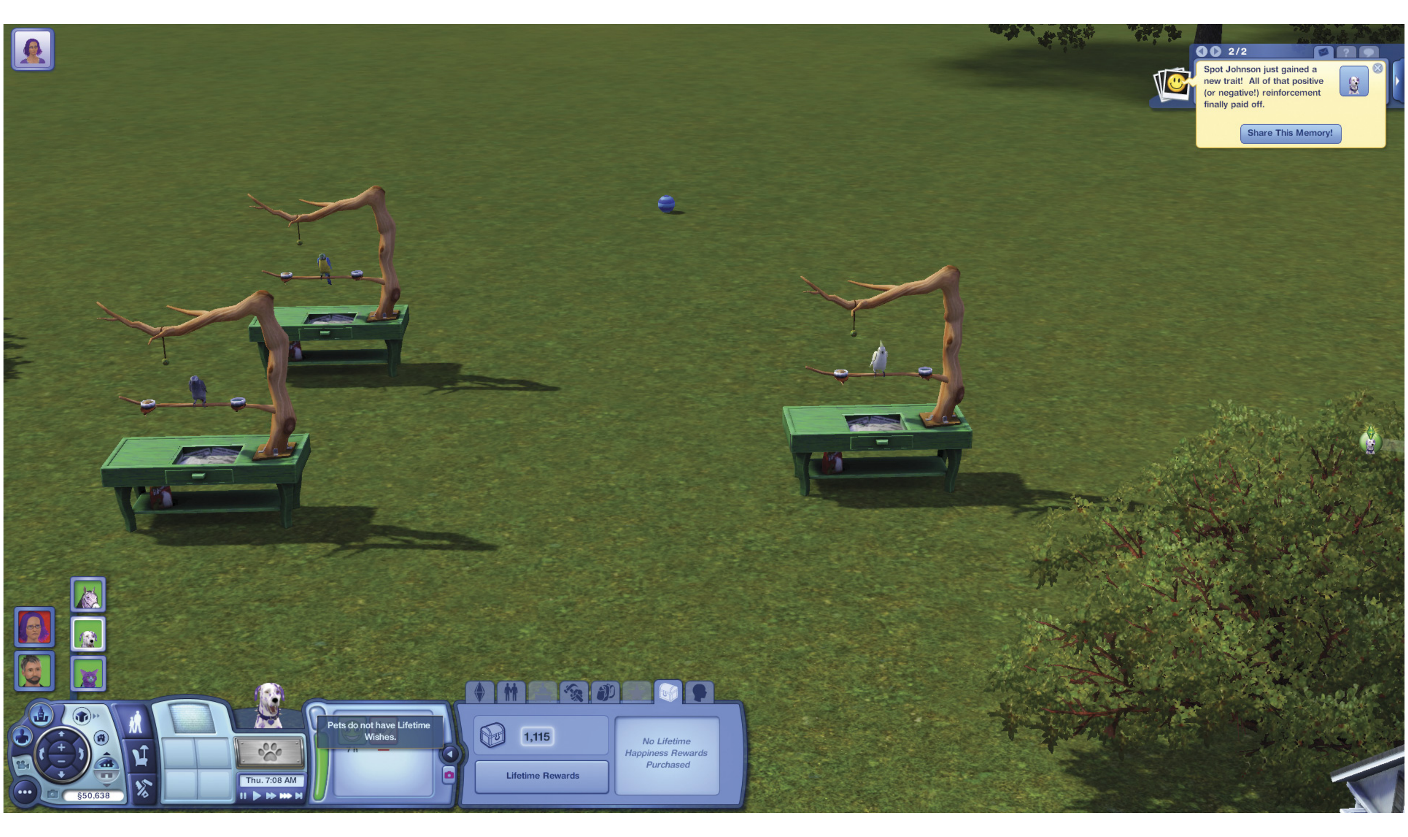
Inventory

Dogs have an Inventory panel, just like Sims (and other pets) do. This is where you'll find the objects dogs recover while hunting. Make sure to check your dog's inventory for valuable items after a hunt.



Dogs

Dog Lifetime Happiness and Lifetime Rewards



Spot Johnson just gained a new trait! All of that positive (or negative!) reinforcement finally paid off.

Pets do not have Lifetime Wishes.

Pets don't have Lifetime Wishes, but they get wishes just like Sims do. Many wishes are pretty easy to grant, while some might take a little more time. For example, a dog might wish to chase a stick, and that's an easy one. Play fetch with your dog a few times and voila! The dog is happy. Or the dog might wish to improve his Hunting skill level. That will take a little work and time to accomplish, but the reward, in Lifetime Happiness points, will be higher.

Dogs also have the same mood meter as Sims, and when that meter is green up to the bubble on the top, dogs earn Lifetime Happiness points just like Sims do. Happy, well-tended dogs can earn some pretty cool Lifetime Rewards.

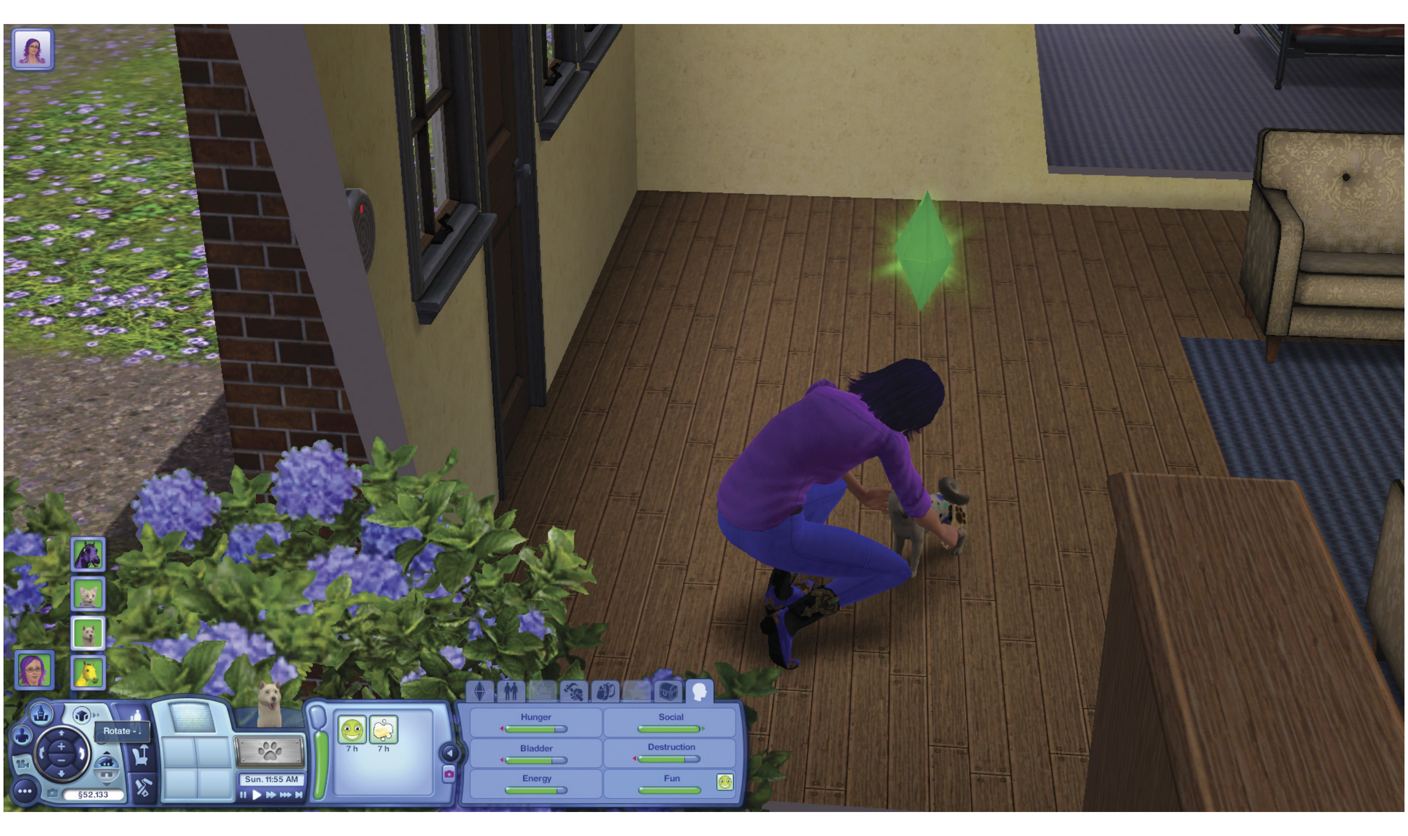
Dog Lifetime Rewards

Name	Points Required	Description
Vomit Machine	3000	Here's a great way to get your owner's attention. Gain the ability to vomit at will.
Best Behavior	5000	Save your furniture! Save your house! This reward will make it so your pet will never scratch or bite the furniture, roll in puddles, or get into trash and kitty litter...of course, unless you really want them to.
Never Nauseous	5000	Pets become immune from getting nauseous and vomiting.
Steel Bladder for Pets	8000	Never again worry about those fretful accidents Pets with Steel Bladders lose the urge to pee.
Fertility Treatment for Pets	10000	Puppies, kittens, and foals galore. This guarantees large litters for your pet.
Beloved Animal	10000	Your pet gains more social fulfillment from interacting with humans.
Attitude Adjustment	15000	Have you ever wondered how your favorite pet would be if he were loud instead of quiet or neat instead of piggy? Go ahead and choose new traits for your pet.
Alpha Pet	15000	Your pet is gifted with heightened senses when searching for prey. Results from hunting are greatly improved.
Super Smart Pet	15000	Your pet becomes super smart and responds to praising and scolding much more.
Super Swank Pet Bed	20000	A really swank pet bed, so your pet can sleep in style.
Bottomless Pet Bowl	30000	Give your pet a pet bowl that provides high quality sustenance and never needs refilling.
Pet Hygienator	20000	Landgraab Industries' latest solution in high technology pet hygiene. Use it to keep your dogs and cats squeaky clean and free from fleas.
Clone Voucher for Pets	35000	The pet that purchases this reward gets a Clone Voucher. Redeem it at the science facility to have a young clone of your pet join your household! You cannot purchase this reward if your household is full.
Young Again Potion for Pets	50000	This potion will magically turn back the time on your pet's life. Here's to starting over!

Tip

Keep your dog's mood high and satisfy as many wishes as possible so you can earn plenty of Lifetime Rewards.

Needs



Like all creatures, dogs have needs. To keep your dog happy, and thereby keep the Mood meter at the top to build Lifetime Happiness points, make sure your dog has all these needs met:

Hunger, Bladder, Energy, Social, Destruction, Fun, Hunger

Note

Dogs also have a hidden Hygiene need. Dogs don't really care if they get Grungy or Smelly, but their Sims may become Disgusted.

Hungry dogs will whimper and display thought balloons of food. Feed your dog regularly! If a dog gets to the starving state, it howls, and loses LTR with all household members child and older. Hungry dogs will beg for treats.

Tip

Learn at least one level of Cooking skill so you can prepare gourmet pet food for your dog. Gourmet food helps dogs live longer lives!

Sun. 10:52 PM
§50,093

If pets eat trash or too many treats they may become Nauseous, and have a chance to vomit. This makes a nasty mess for your Sim to clean up.

Clean Up
0 / 2 Servings of Cookies
Fri. 6:53 AM
§98,752
Hunger
Social
Bladder
Hygiene
Energy
Fun

Bladder

Dogs will pee anywhere unless you train them to go outside. Direct them to do their business in the yard, or reinforce their behavior when they do. Otherwise, you'll have smelly messes in the house. Dogs who really need to go will whimper and show thought balloons.

Energy

All that hunting, trick performing, and toy chewing makes a dog tired! Sleepy dogs start to yawn. Let (or direct) your dog go to bed before he becomes exhausted.

Note

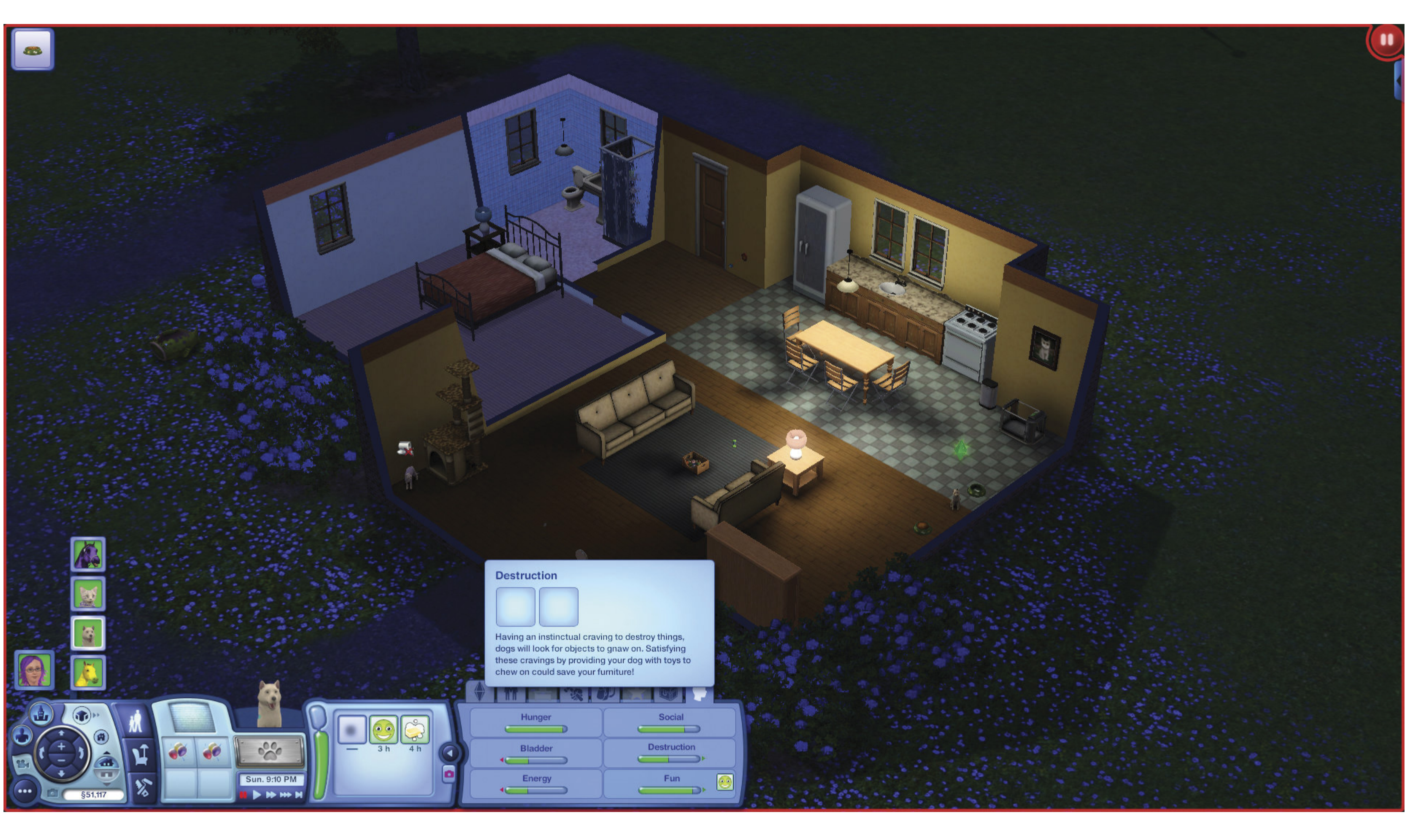
Dogs like to sleep on the bed with their favorite Sims or on a nice soft couch. Buy dog beds so your dogs can have their very own sleeping spot.

The Super Swank Pet Bed Reward Object gives dogs the positive Slept Like Canine Royalty moodlet.

Social

Dogs live for interacting with their Sims. They want to be petted and played with and walked. And after all, that's why you wanted a dog in the first place, right? Dogs make wonderful companions, but unless they're very independent, they need that companionship. If dogs are neglected, they get lonely. Play with them, talk to them, or teach them tricks or skills to keep them engaged and socialized.

Destruction



Destruction

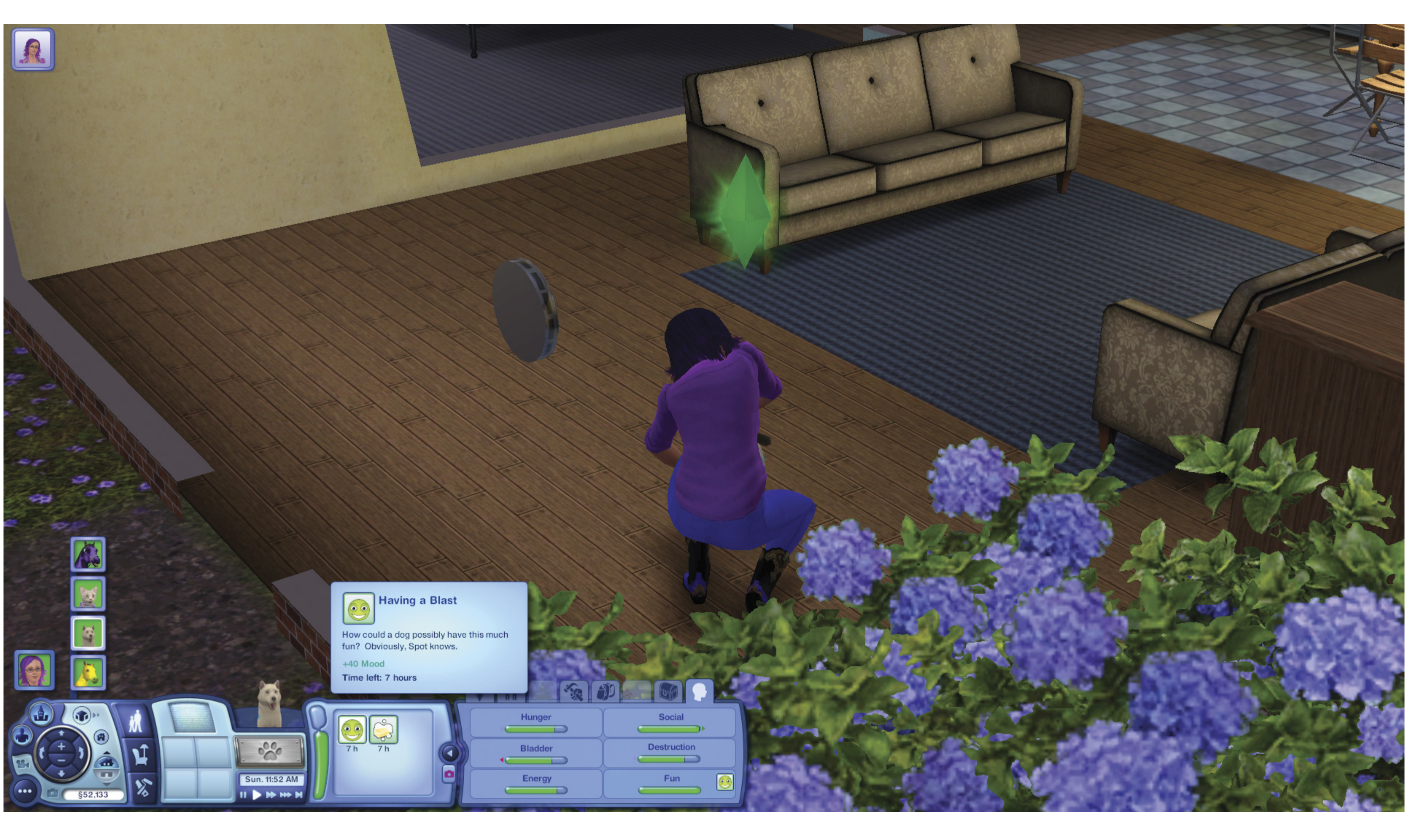
Having an instinctual craving to destroy things, dogs will look for objects to gnaw on. Satisfying these cravings by providing your dog with toys to chew on could save your furniture!

Dogs' special need is Destruction. Dogs just need to chew things! They will satisfy this instinctual craving one way or another. Left to their own devices, dogs will chew on the furniture and dig unsightly holes in the yard. But your Sims can head off this negative behavior by providing chew toys for their dogs. Purchase the Pet Toy Crate item from Buy mode, and place it on your lot. The crate contains three dog toys and three cat toys.

Chewing on any of the dog toys satisfies the Destruction need. Sims should encourage their dogs to use these when needed, either by directing the dog to a toy before the need drops too low, or by using reinforcement: praising the dog for chewing the toy, and scolding him for chewing the furniture.

Fun

Lack of Fun will make dogs stressed or strained. Fortunately, dogs are easily amused by most things you want to do with your dog anyway. Keep an eye on a dog's Fun meter, and play with them, teach them, or have them do tricks if they start to get stressed out.



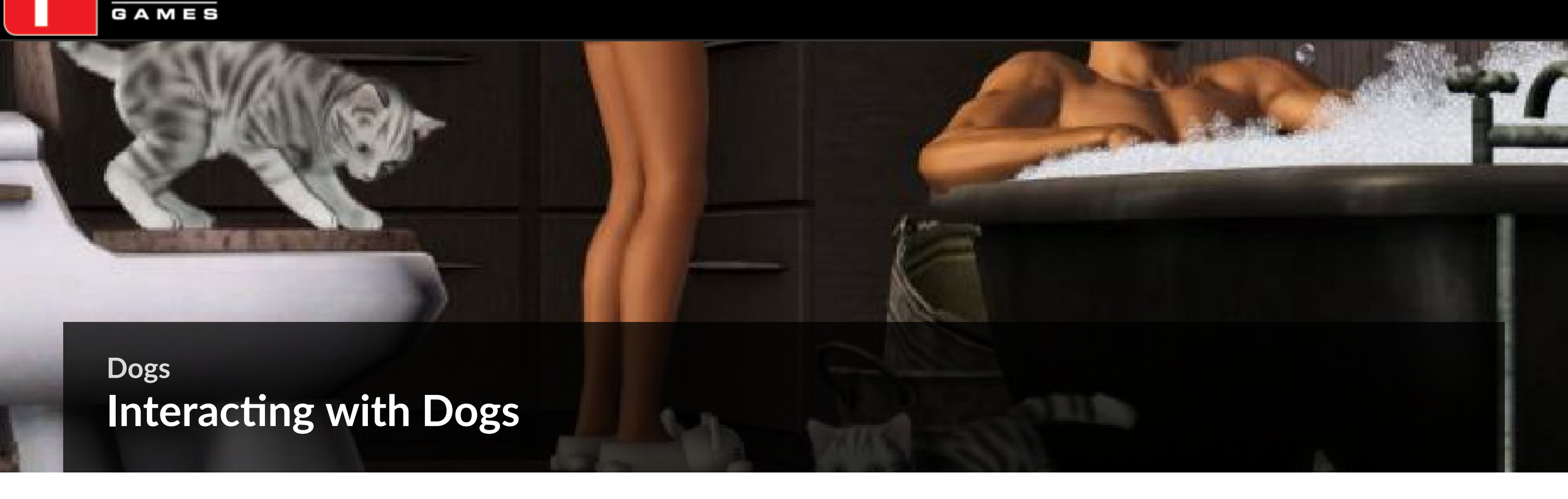
Having a Blast

How could a dog possibly have this much fun? Obviously, Spot knows.

+40 Mood

Time left: 7 hours

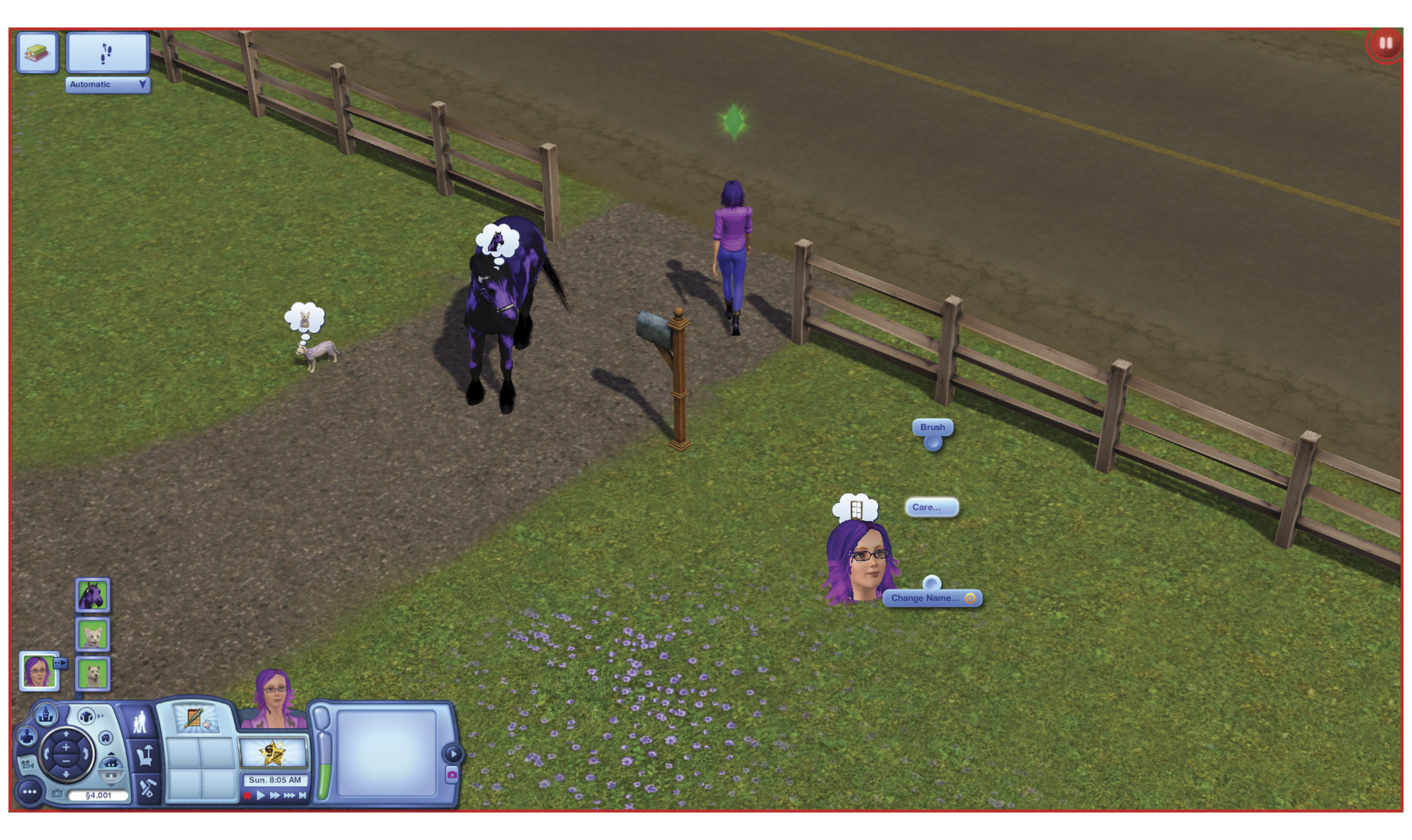
Keep your dog's Fun meter high to gain strongly positive moodlets like Having a Blast.



Dogs

Interacting with Dogs

Training your dogs to hunt and do tricks is a big part of how you'll interact with them, but it's certainly not all there is. Dogs have lots of other fun interactions that they can either do by themselves or with their Sims.



This menu is an example of a base menu before a dog learns Trick or Hunting skills. Once those skills have been learned, new options appear on the menu. The traits your Sim possesses may add options to the menu, and other options appear contextually as well. For example, if the dog isn't right nearby, you gain the Call Pet option.

The options you see when directing your dog also vary based on the dog's traits and skills, and by what's going on. Dogs have different interactions on items, on the ground, on other pets, and on Sims.

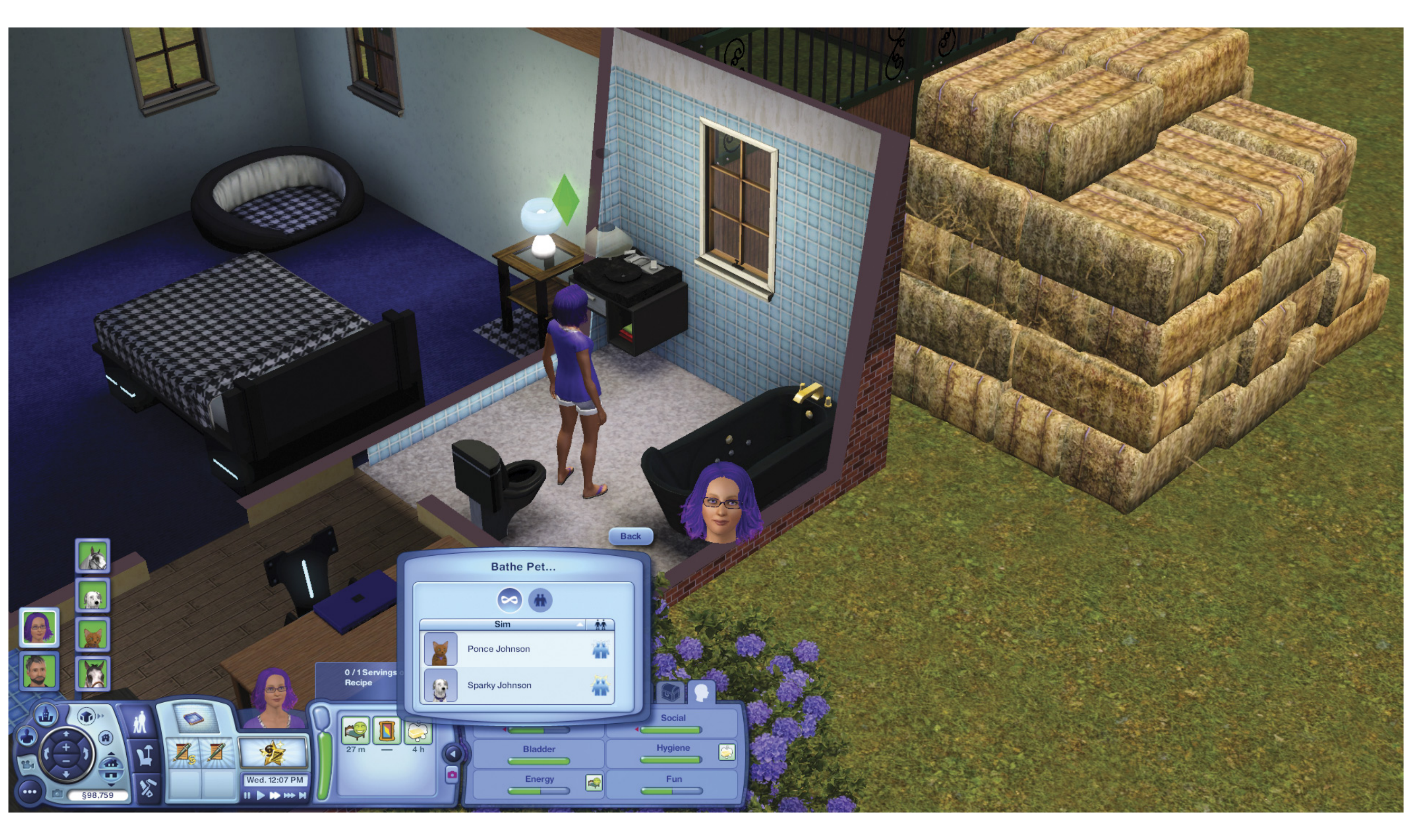
Care, Affection, and Play

Care interactions - Dogs thrive when given plenty of care and affection. Sims can provide these for their dogs through the Care and Affection options in the main dog menu (when the Sim clicks on the dog). The Care option lets you brush or rename your pet. Rename your pet if you decide you'd like them to answer to a different moniker.

Brushing your dog helps with the hidden Hygiene need. Dogs don't really care if they're dirty, but their Sims do!

Fleas and Bathing - Along with brushing, Sims can bathe their dogs. However, there must be a bathtub on the lot. You can't squeeze a dog and a Sim in the shower, and even tiny dogs can't be washed in the sink. And why do you need to bathe your dog? Dogs get dirty from running around and digging up treasures. Even worse, they get fleas!

When dogs spend time outdoors, they can get fleas. And they can bring these fleas back and share them with other pets and their Sims. Not only that, but a flea infestation gives dogs a mood hit that lasts a long time unless a Sim bathes the pet. To initiate a bath, click on either the dog or the bathtub. If you click the bathtub and have multiple pets in the household, you'll get a picker to choose which pet to bathe.



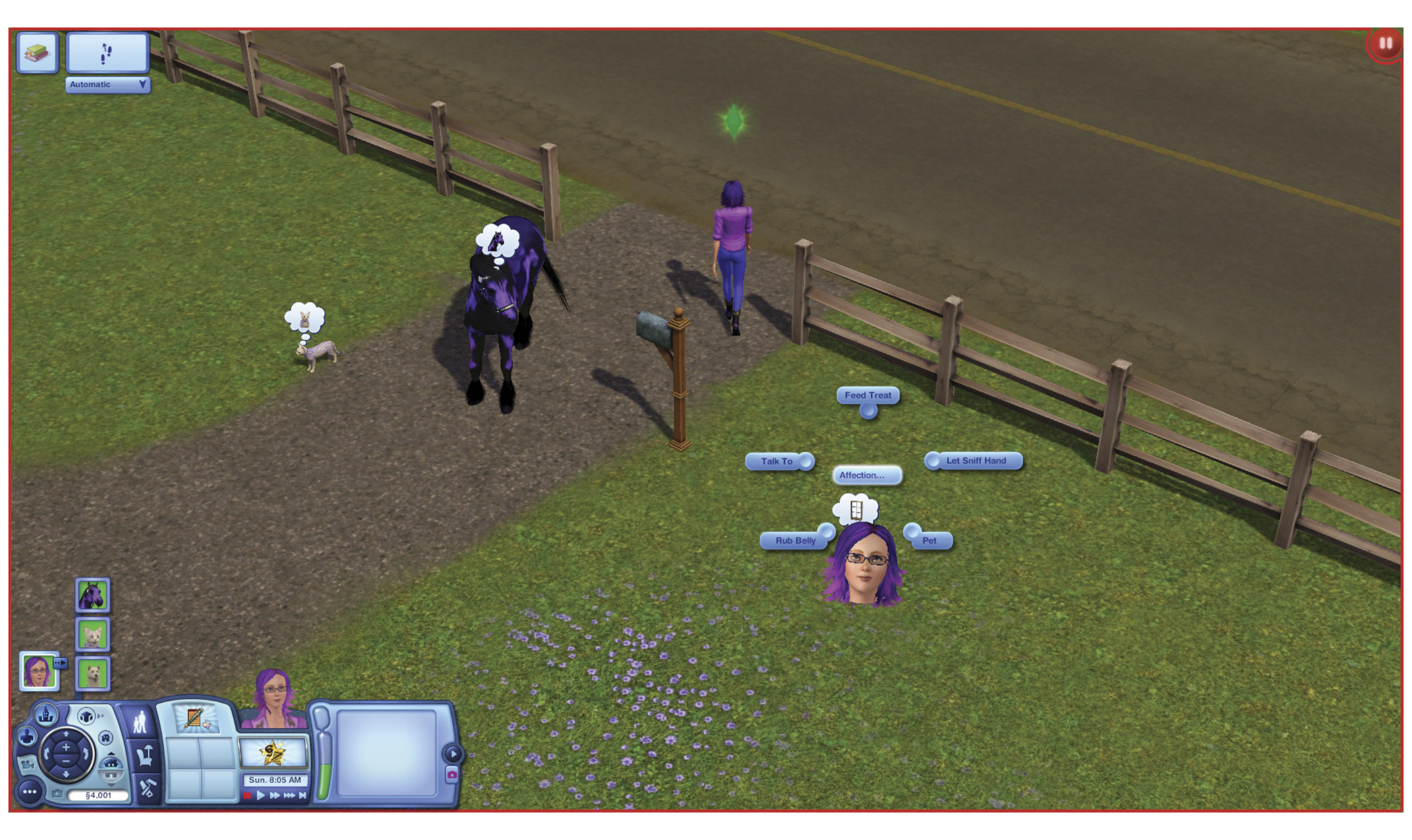
The picker lets you select which pet to bathe.

Hunger
Social
Bladder
Hygiene
Energy
Fun
Wed. 2:13 PM
§98,759

A nice sudsy bath will take care of those fleas.

The Pet Hygienator Reward Object is a great way to keep your pet clean and flea-free. Pets who use it get the Unnaturally Clean moodlet, and stay clean longer.

Affection



The Affection option leads to the following choices: Feed Treat, Let Sniff Hand, Pet, Rub Belly, Talk To, Hug, Smooch.

Not all of these interactions may appear right away. You must have a certain relationship level with a dog before you can perform them. For example, you can let a strange dog sniff your hand, but you can't smooch him until you know him better.

Tue. 10:26 AM
§44,811

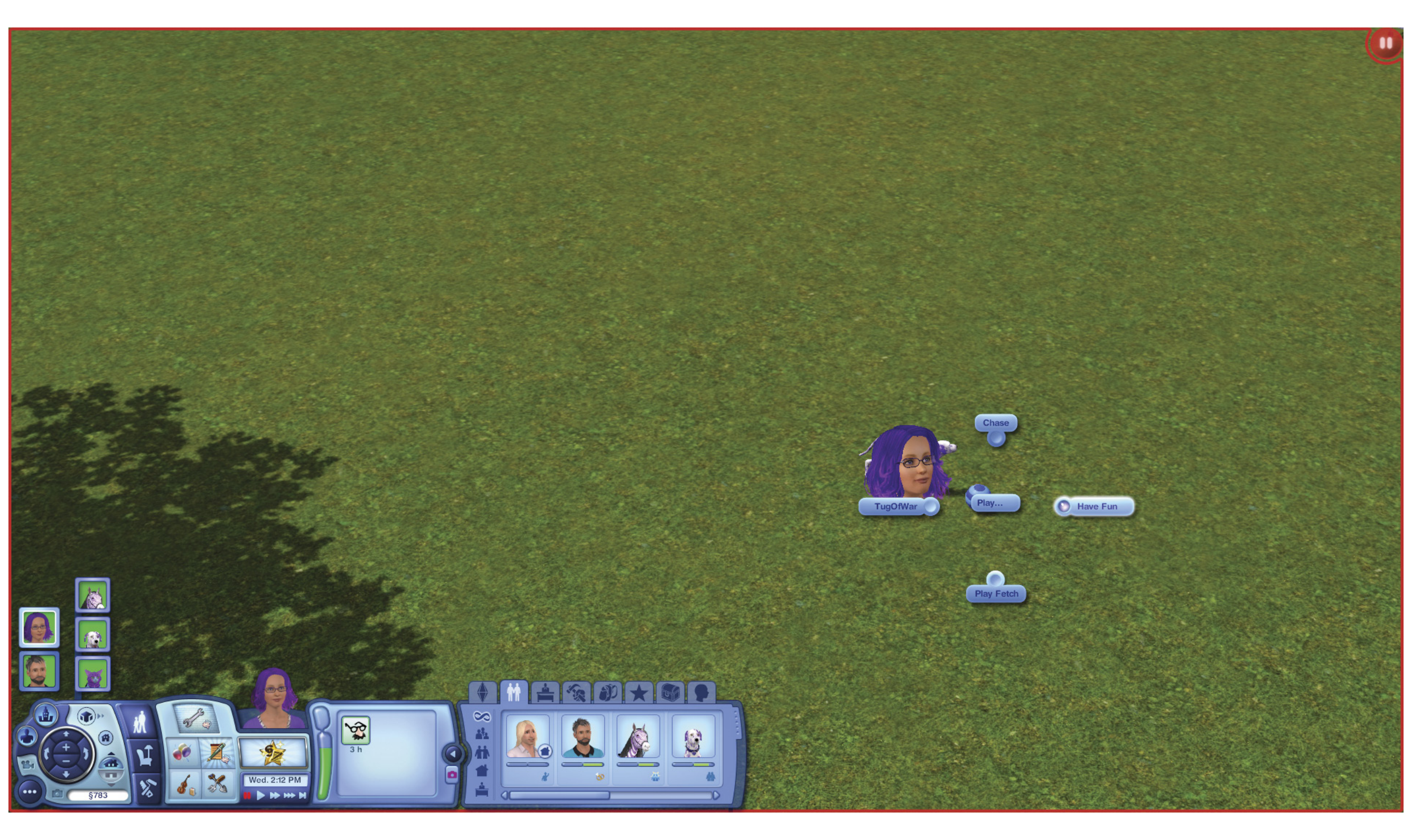
All dogs love to have their belly rubbed. During a belly rub, Hyper dogs often twitch their legs more than Lazy dogs!

All of these caring and affectionate socials build LTR and Social for both the dog and the Sim. Brushing your dog helps maintain the hidden Hygiene need. Feeding your dog a treat wards off a little Hunger. Hug, Brush, and Rub Belly socials give your pet the positive Loved moodlet.

Tip

Let Sniff Hand is a good initial social for a Sim to use with an unfamiliar dog.

Play



The Play option leads to these additional socials: Chase, Have Fun, Play Fetch, Tug of War.

All of these playful socials build Fun, LTR, and Social for the Sim and the pet. Whether you're chasing around with your dog, tossing a stick, squeezing a squeaky toy, or tugging on a rope, your Sims and your dogs are spending quality time together.

Note

Sims with the Dog Person trait get the Dog Playtime! positive moodlet for playing with dogs.

Tip

Chasing requires a lot of room. If you don't have room where you are, you'll get a message to that effect. Take your dog to the beach or to the dog park so you'll have room to run!

See the New Socials chart in the New Simology chapter for full details of each social.

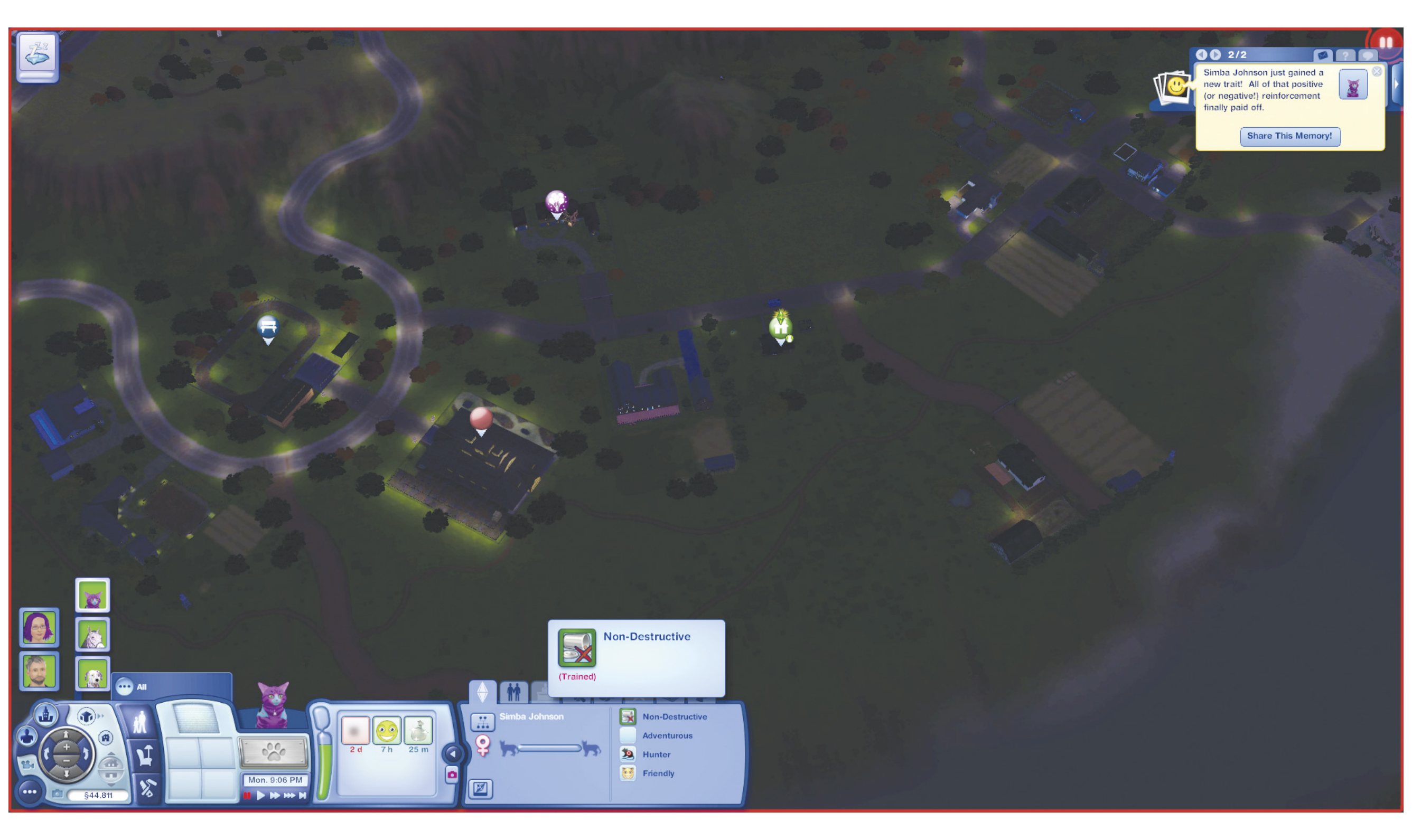
Pick Up

Your Sims can pick up and carry small breed dogs around. This base level interaction builds LTR between the pet and the Sim. Sims can also do certain socials while holding their pets, such as Hug or Smoochy. Carrying a dog is a good way to build Social with a pet while also doing something else, such as conversing with another Sim.

Reinforcement

Along with care, affection, and play, dogs need training. Well... unless you want them peeing in the house, chewing the furniture, and chasing the Mail Carrier. In an expansion filled with great content, this is one of the coolest new features. Well, that and unicorns...

The training and reinforcement your Sims give their pets actually alters their traits. A Piggy dog can learn to eat Neatly. A Noisy dog can learn to be more Quiet. With proper reinforcement, new traits can show up on a dog's Simology tab. Traits that have been added due to training have a thick green border, and say Trained in the tool tip. Pets can have variable number of traits, depending on the reinforcement they receive.



Simba Johnson just gained a new trait! All of that positive (or negative!) reinforcement finally paid off.

Traits gained through training have a green border.

Sims have access to both positive and negative reinforcement: praise for desired behavior and scolding for undesired behavior. To reinforce a particular behavior, click on your pet just after the action. If that action is reinforceable, the Reinforcement option will appear on the menu. Then choose whether to Praise or Scold your pet. The particular action you can praise or scold for appears on the choice.

Praising your pets bestows the Praised moodlet, while Scolding them bestows the Scolded moodlet. Both actions push the pet's traits more toward the desired behavior and against the undesired alternative. Scolded pets will not bark at or bite Sims, chew on furniture, or pee in the house. The Scolded moodlet goes away in time, or if the dog is praised.

But wait... pets are fully controllable. Can't you just direct your pets to behave appropriately? Sure, you can do this. But the training mechanism provides a representation of the interactive relationships people have with their pets. Dogs crave their guardians' love and approval, and will aim to please when properly directed. The autonomous behavior of well trained pets will be more in line with what you want. That means you can spend less time directing your pets, and more time enjoying them.

Trait Based Behavior

Dog behavior varies based on their traits. Piggy dogs slobber and spill their food, drink out of the toilet, and roll in puddles, while Neat dogs would never dream of such behavior. Quiet dogs react negatively to music being played (it's too noisy!) while Noisy dogs love it and will howl along. Aggressive dogs make good guard dogs, but that same aggression makes them want to chase other pets or the Mail Carrier. And just like the traits influence the actions, the actions also influence the traits. If a Neat dog starts drinking out of the toilet, that activity pushes the dog slightly away from Neat and toward Piggy.

Other Interactions

Guard - Dogs have another very important function in a household. Dogs can be guard animals, and help protect their Sims and their Sims' property. Dogs can choose to guard the whole house, or certain objects in it. Sims child and older can also direct their dogs to guard the entire house.

Dogs can guard: Pet bed, Pet house, Pet bowl, Harvestable plants, Cat condo, Parked car.

If non-household or low-LTR Sims or pets try to approach the guarded object, the dog will bark or growl. Sim generally back away from a guard dog, and Coward Sims will flee. When commanded to guard the house, dogs patrol around, barking at any Sims or dogs walking by, or any cars driving past.

Burglars are actually more likely to try robbing the home, which is fun because most dogs have a pretty good chance of catching the Burglar in the act! Genius pets can sense the Burglar from farther away, while Clueless pets have a harder time noticing him unless he's right nearby. Aggressive pets always catch the Burglar, while Lazy pets often fall asleep and don't notice!

If a guard dog detects a Burglar, the dog runs to the bad guy and barks. This wakes the household Sims, who automatically call the cops. The Burglar might freak out, run away, or ignore the dog and steal something anyway. Otherwise the cops come, and that's one less malefactor in Appaloosa Plains, thanks to the valiant guard dog.

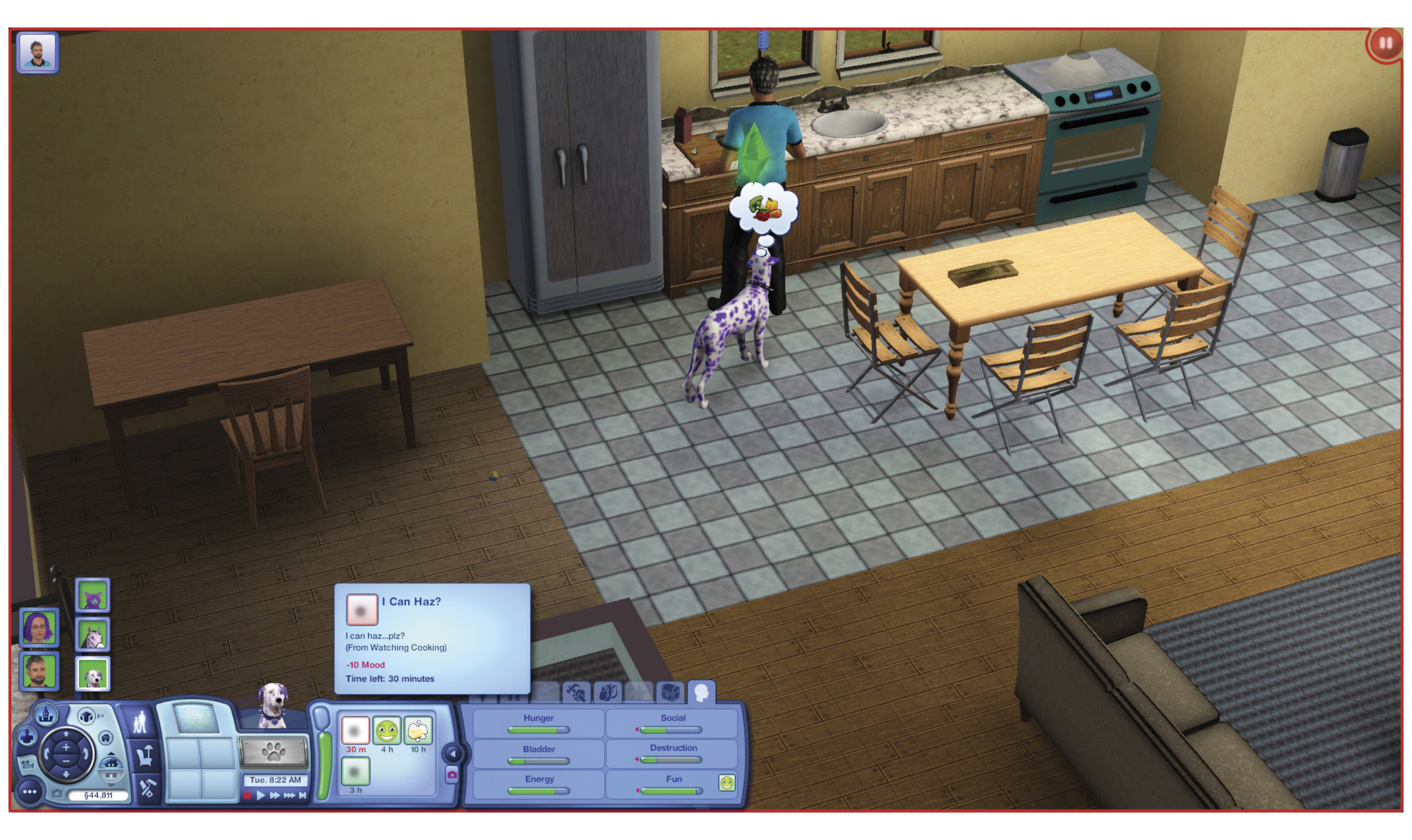
Go for a Walk to...

Dogs love to take their Sims for walks. It's Fun for both the Sim and the dog, and they both gain LTR. Besides, this is a great way to meet the other residents of Appaloosa Plains. When the Sim chooses the Go for Walk to... option, a menu opens of available options, such as the beach, park, pool, or dog park. Choose where to go and the Sim leashes up the dog and they set out. Along the way the dog will sniff at things—checking, and possibly answering, doggy "pee-mail."

Customize Collar and Coat

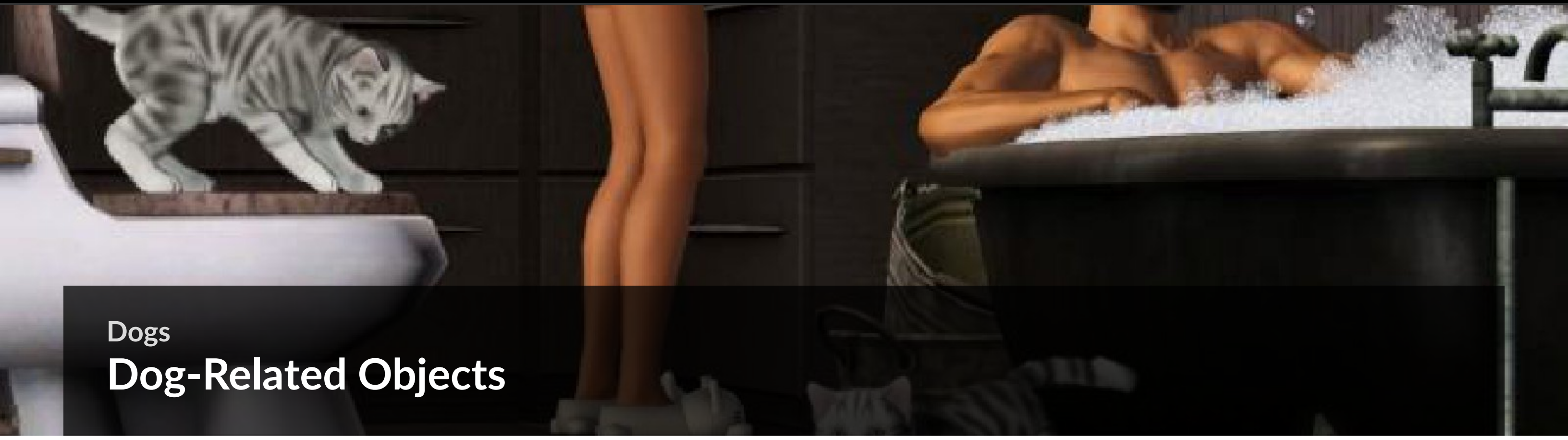
This option is similar to the dresser or mirror for Sims. Choose this to take your pet into a simpler version of Create a Pet, where you can change the pet's coat color or collar style.

Watch Cooking



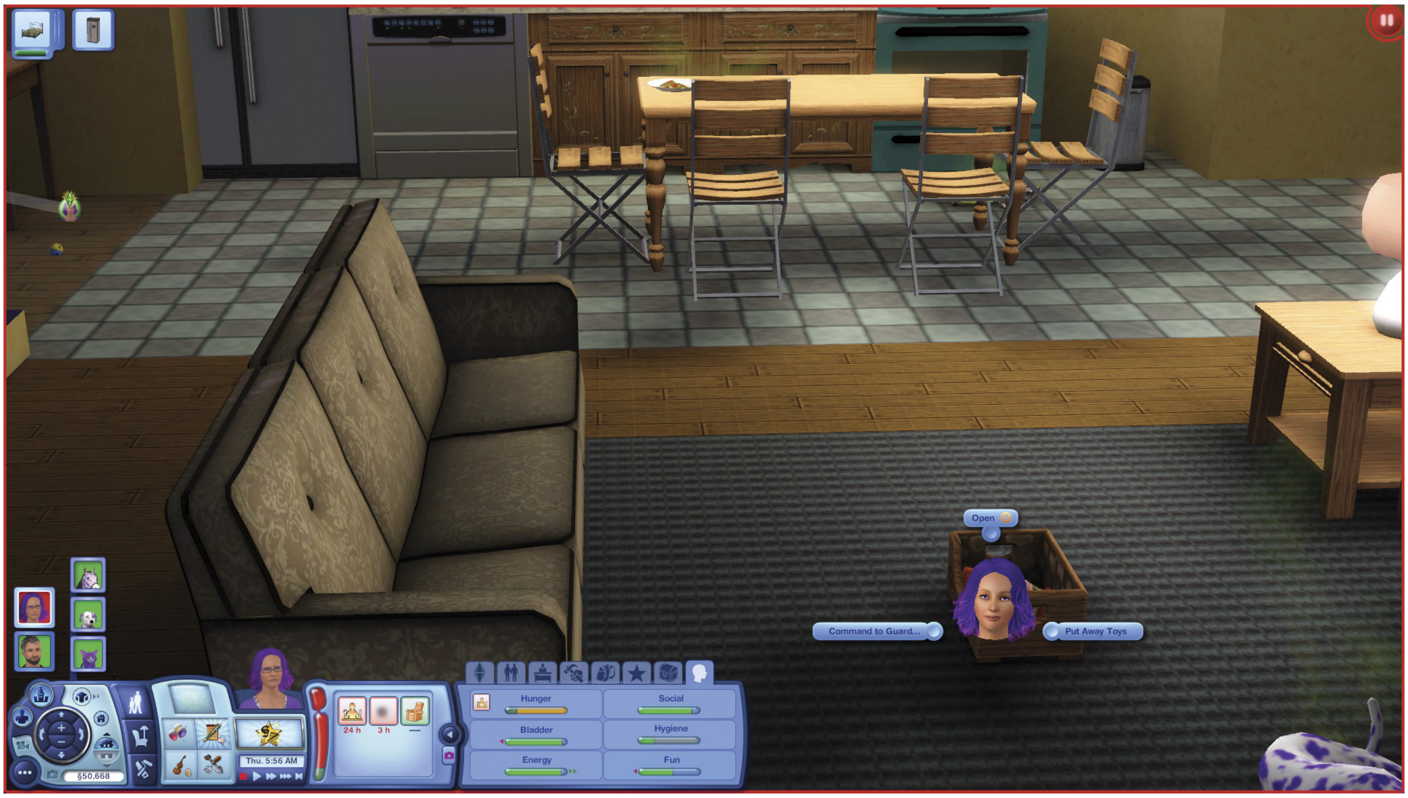
I can haz...plz?
(From Watching Cooking)
Time left: 30 minutes

If a Sim is cooking, dogs have the option to Watch Cooking. If a dog is watching, the Sim then has the option to Throw Scrap for... to toss the dog a treat. Watching a Sim cook gives Piggy dogs the I Can Haz? moodlet, which lowers their mood until the Sim tosses a treat.



Dogs

Dog-Related Objects



If you plan to have a dog, you need a stock your lot with a few key items to keep your dog happy and healthy. If you don't want your pets eating off the floor, you better get them dog bowls. You can either just click the dog bowl to get the option to refill it (for §30) or you can prepare gourmet pet food (as long as your Sim has at least one level of Cooking skill). Gourmet pet food stays in the Sim's inventory until you place it in the bowl.

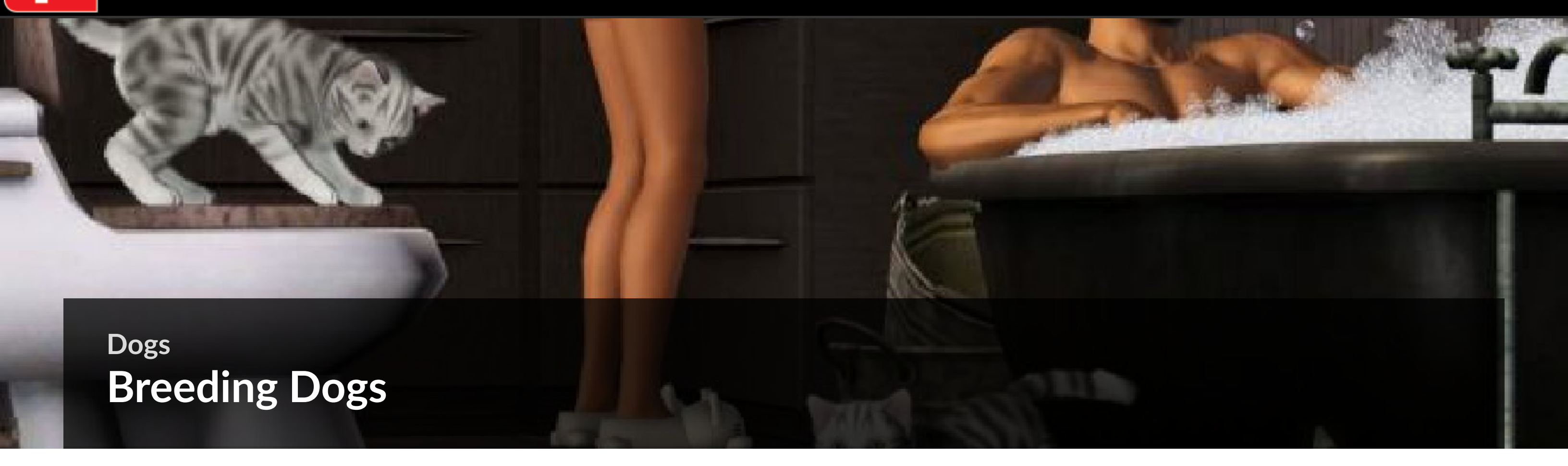
Tip

Keep your dogs' dishes filled so they can eat whenever they're hungry. This helps keeps them from digging in the garbage.

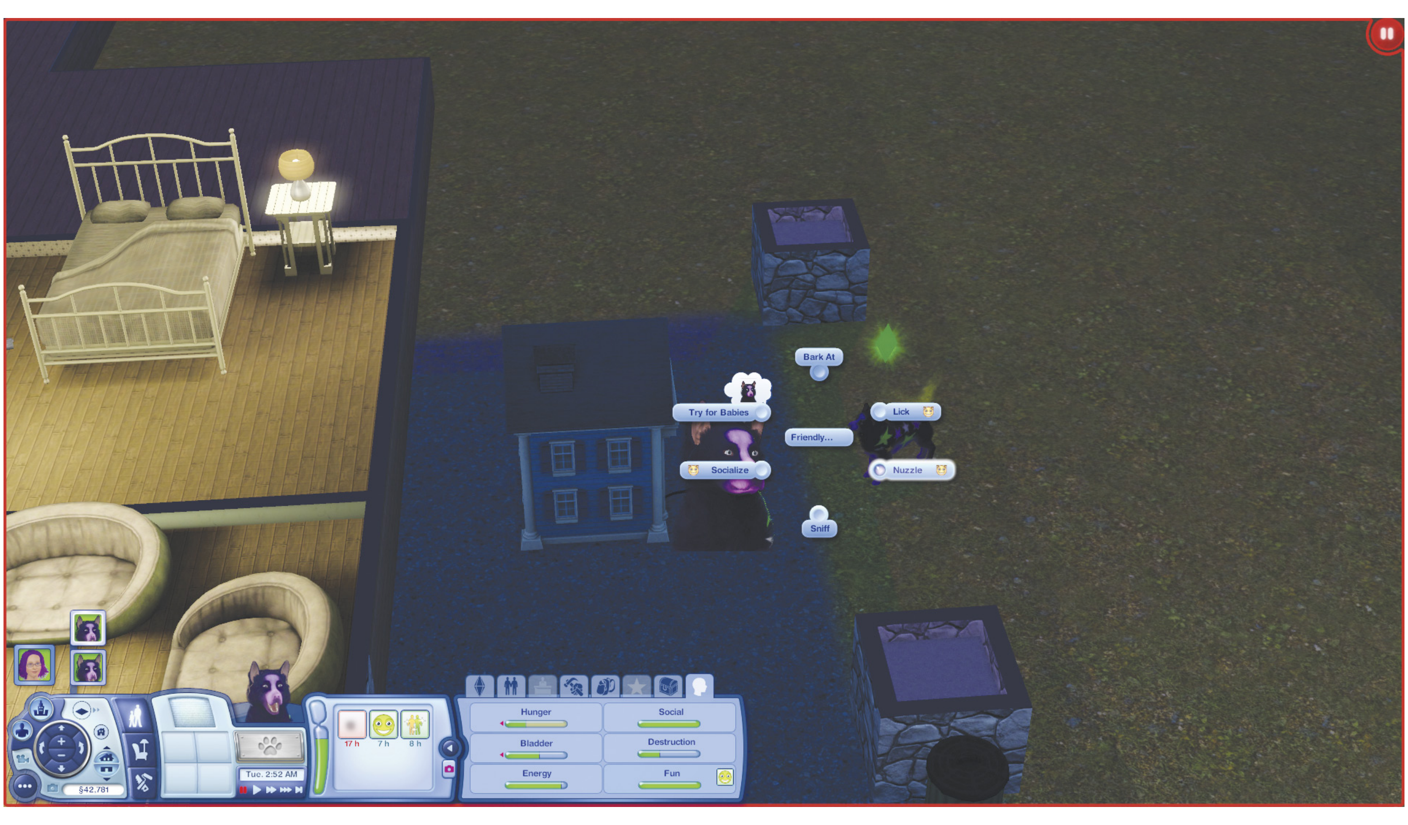
The Pet Toy Crate object is pretty much a must if you don't want to have a Destructive dog. The crate contains three different chew toys, but they all fill the dog's Destruction need, without any actual destruction.

If doggy chew toys get scattered, your Sim can use the Put Away Toys interaction to gather them up.

The Biscuit Ball is another source of fun for your dog. And a dog house not only shelters your dog, but sets the stage for romance (see Breeding Dogs, below).



Breeding Dogs

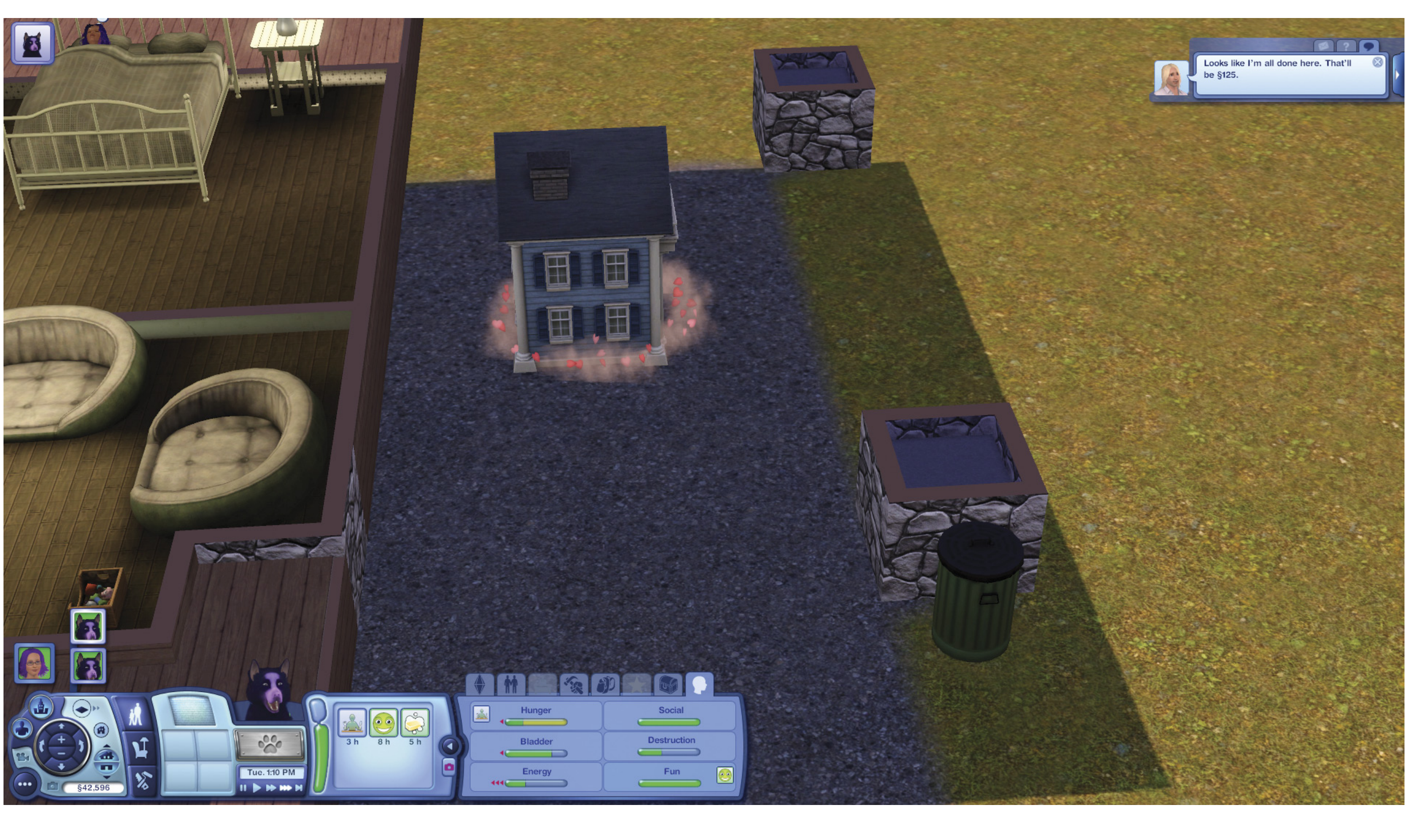

Bark At
Try for Babies
Friendly...
Lick
Socialize
Nuzzle
Sniff
Hunger
Social
Bladder
Destruction
Energy
Fun

Sim dogs never accidently have puppies. You have to deliberately breed your dogs before they'll have a litter. And you won't even see the Try for Babies interaction unless you have a doghouse on your lot. Even once a pet house is present, the dogs must have a high enough relationship for the interaction to appear on the menu.

Note

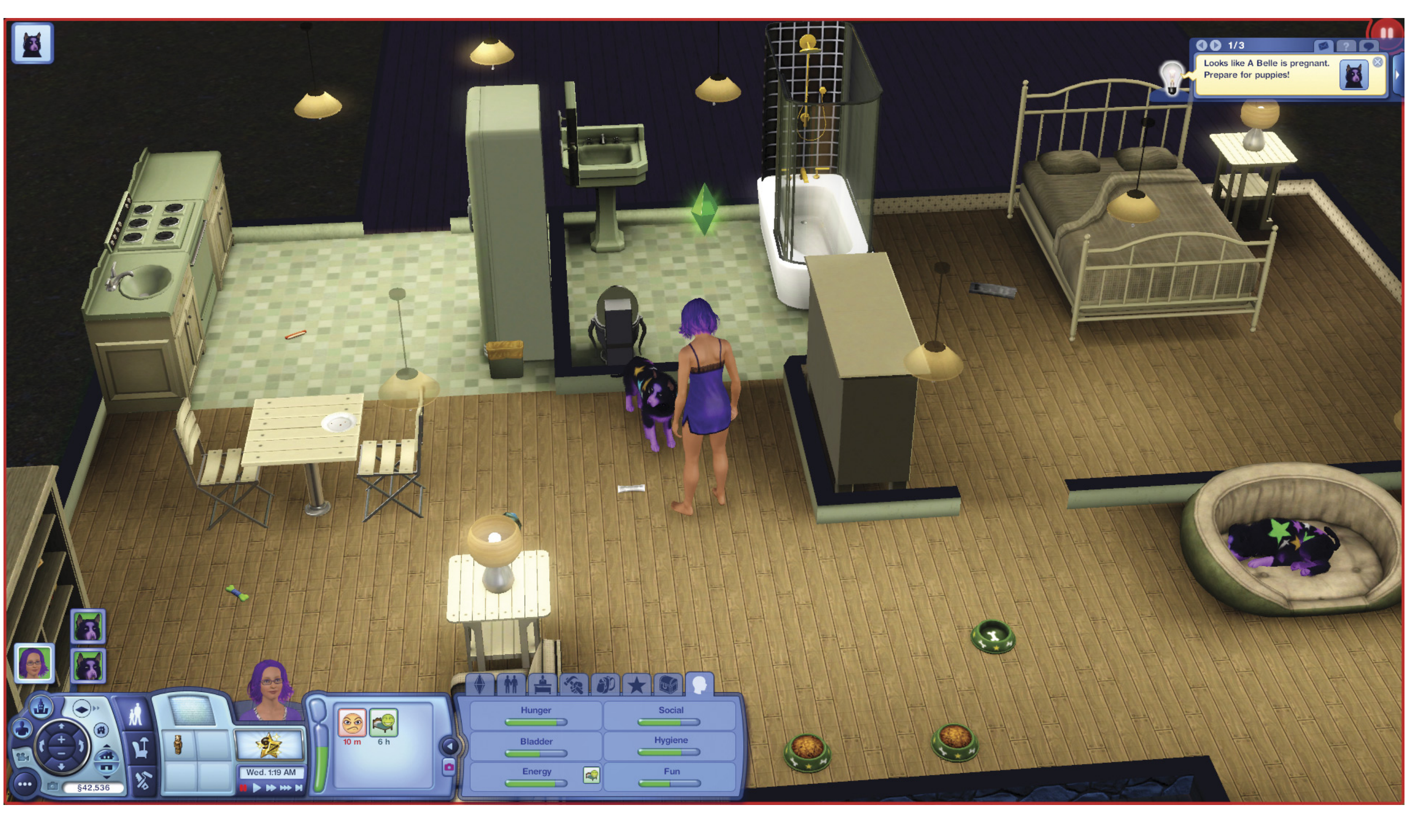
Unlike horses, dogs and cats can't be sold. So there's no financial reason to raise dogs. But puppies are so cute!

Place a doghouse item on your lot to gain access to the Try for Babies interaction.

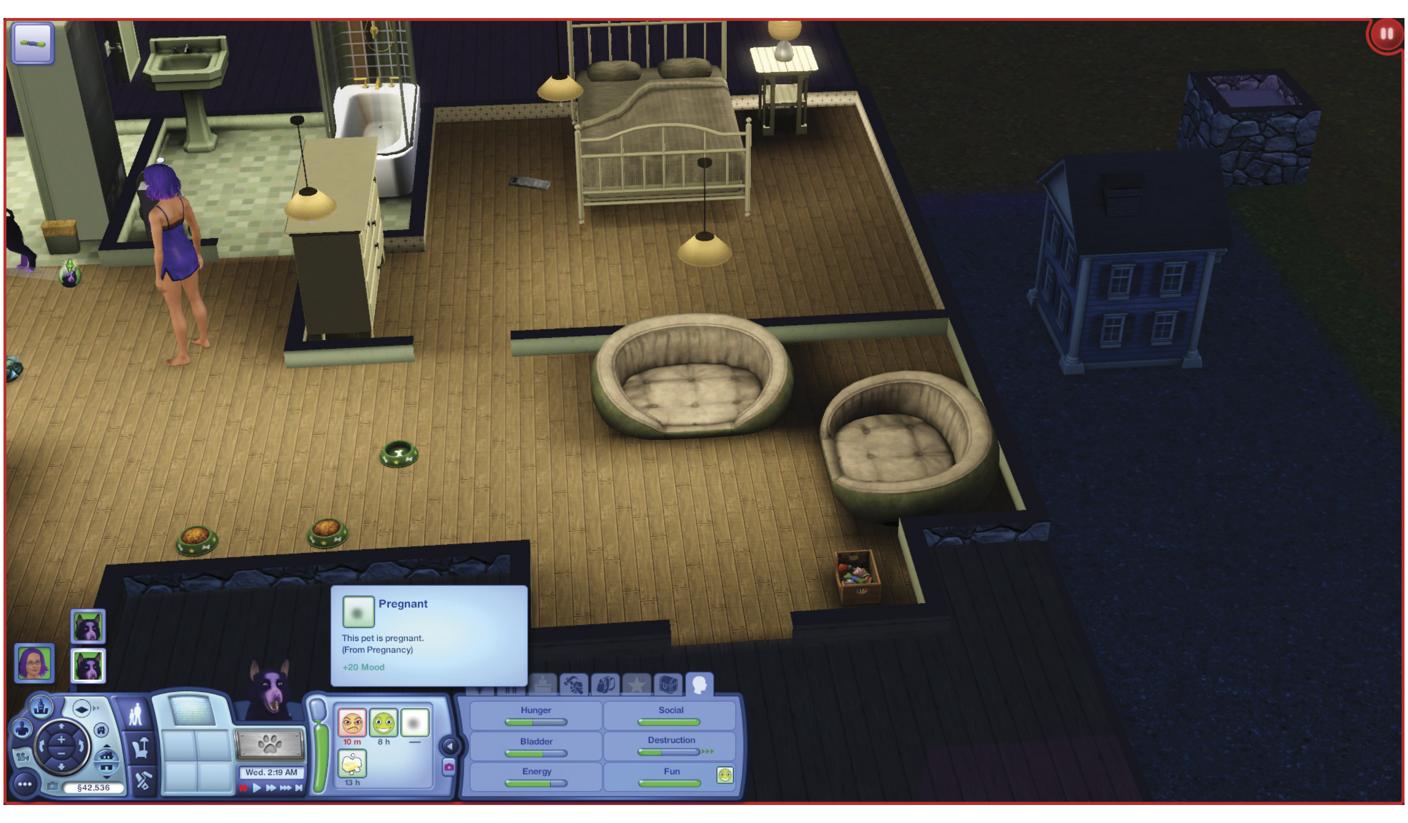


Looks like I'm all done here. That'll be §125.

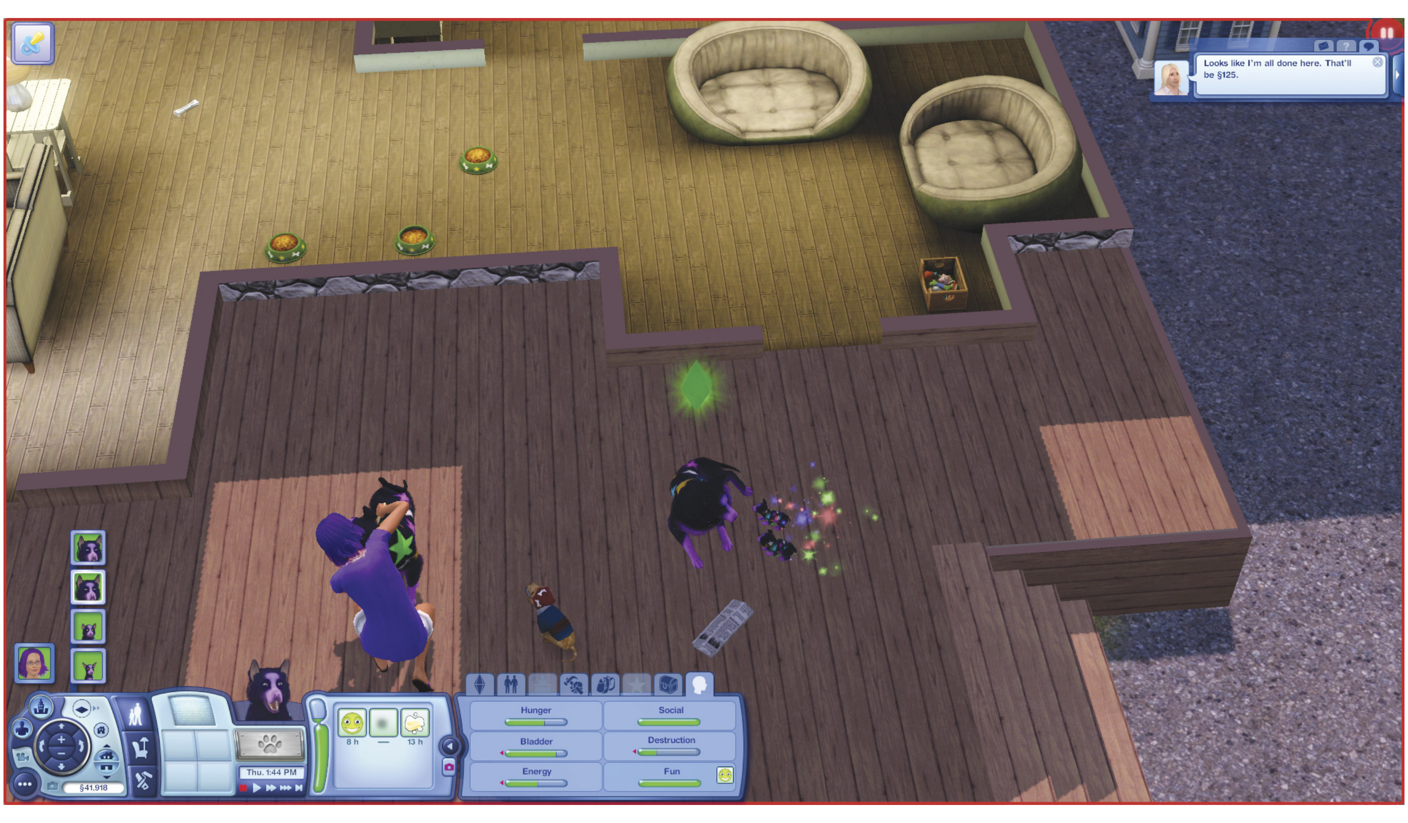
If this doghouse is rockin', don't bother knockin'.



Just like with people, not every attempt results in a pregnancy. But when your pet does become pregnant, you get an onscreen message informing you.



Pregnant dogs get the mildly positive Pregnant moodlet.

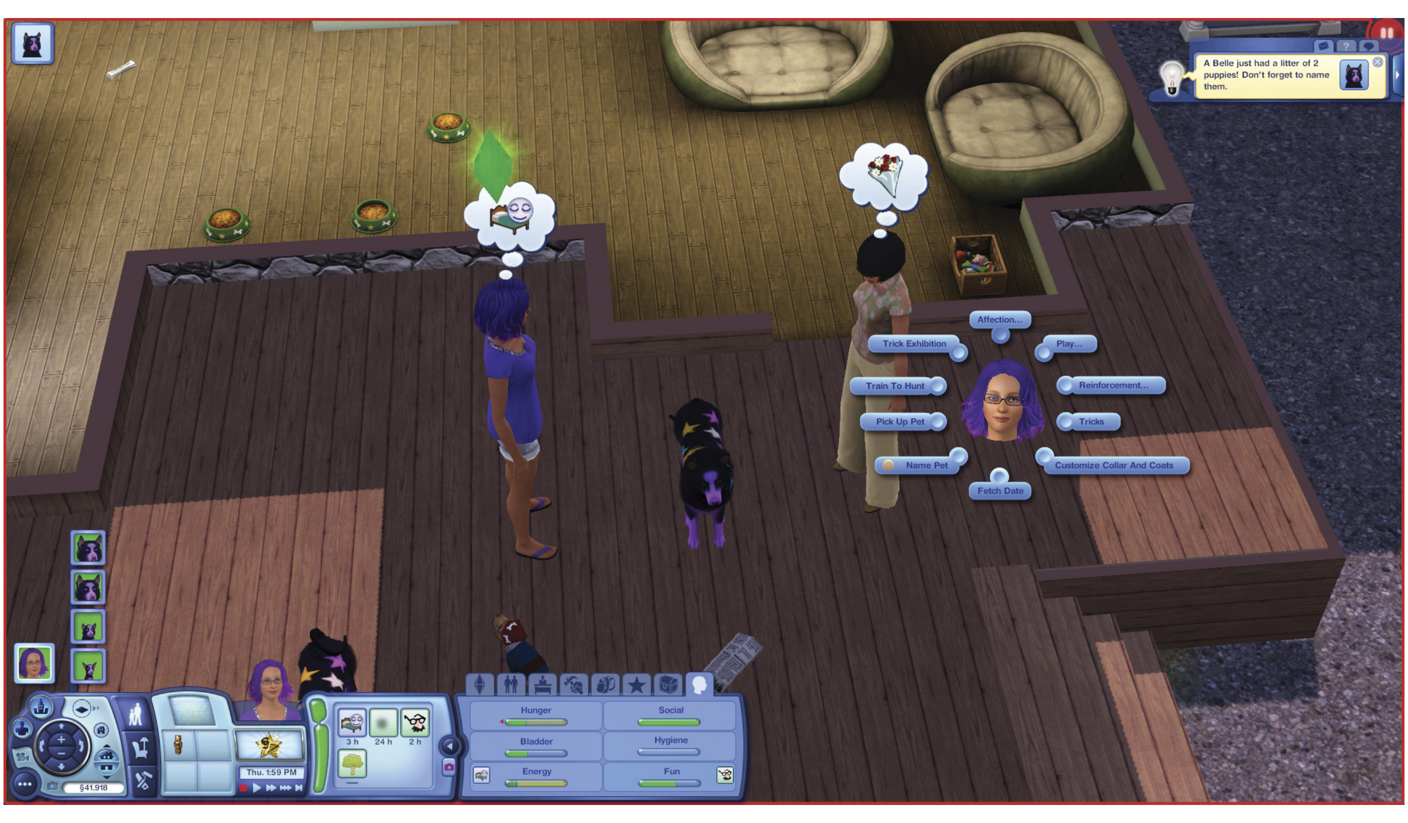


When it's time, your female dog pops out a random number of puppies, with a graphical flourish. The pups will have some traits and markings from their parents (or grandparents) although they may also exhibit random traits or looks. Puppies might even inherit the ability to do some tricks, if their parents or grandparents know some.

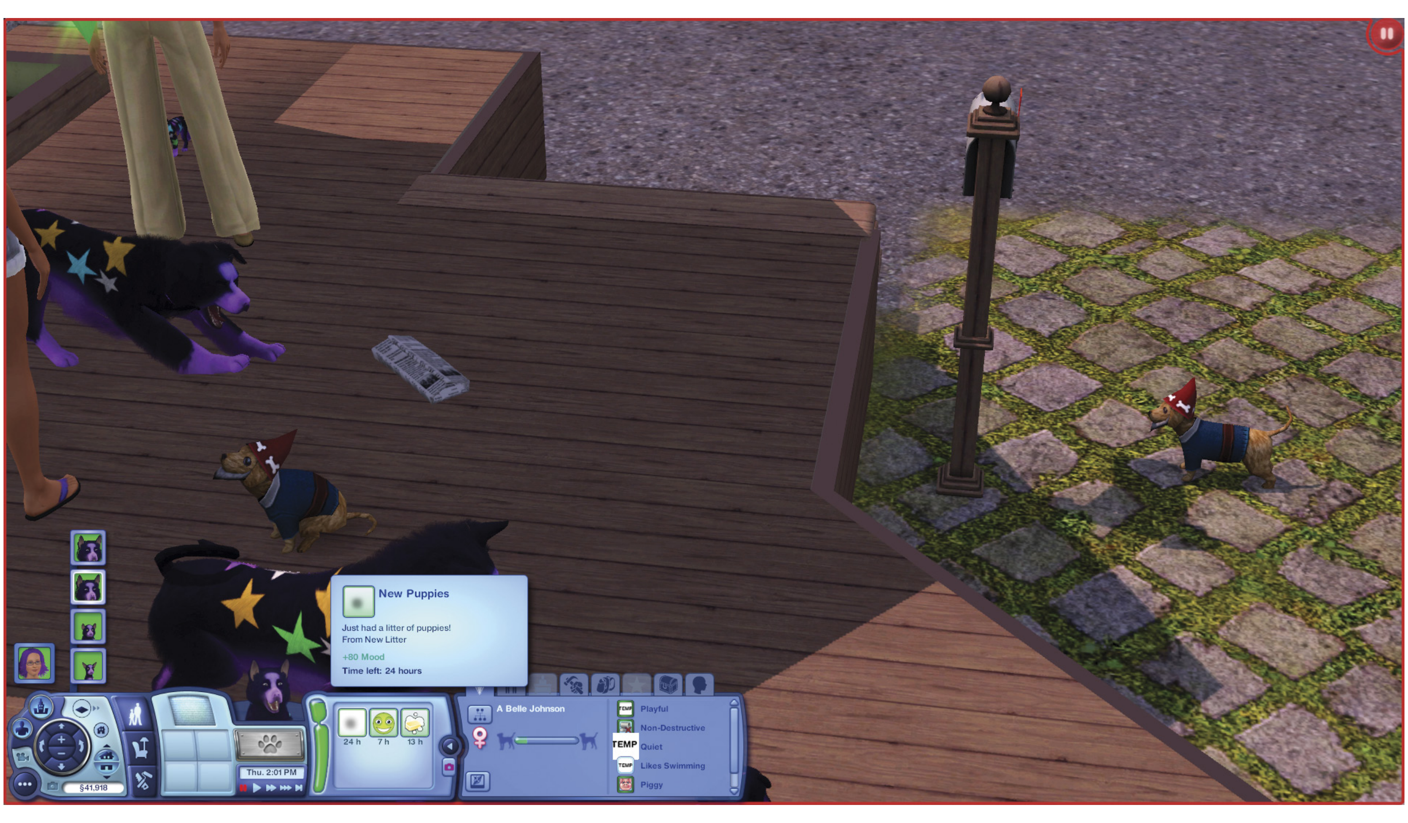
Like father, like son.

Tip

Want lots of puppies or kittens? Buy the Fertility Treatment Lifetime Reward to ensure large litters.


Train To Hunt
Reinforcement...
Pick Up Pet
Tricks
Name Pet
Customize Collar And Coats
Fetch Date

You get a message listing the number of puppies in the litter, and a reminder to name them. Click on a puppy and choose the Name Pet option.



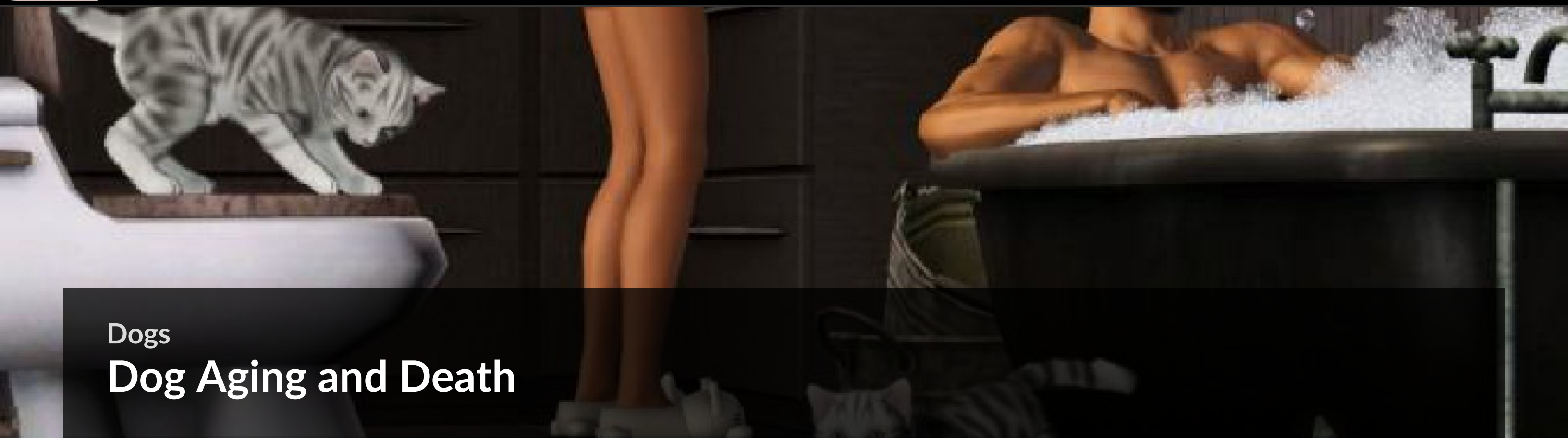
New Puppies

Just had a litter of puppies!
From New Litter
+80 Mood
Time left: 24 hours

A Belle Johnson
Playful
Non-Destructive
Quiet
Likes Swimming
Piggy

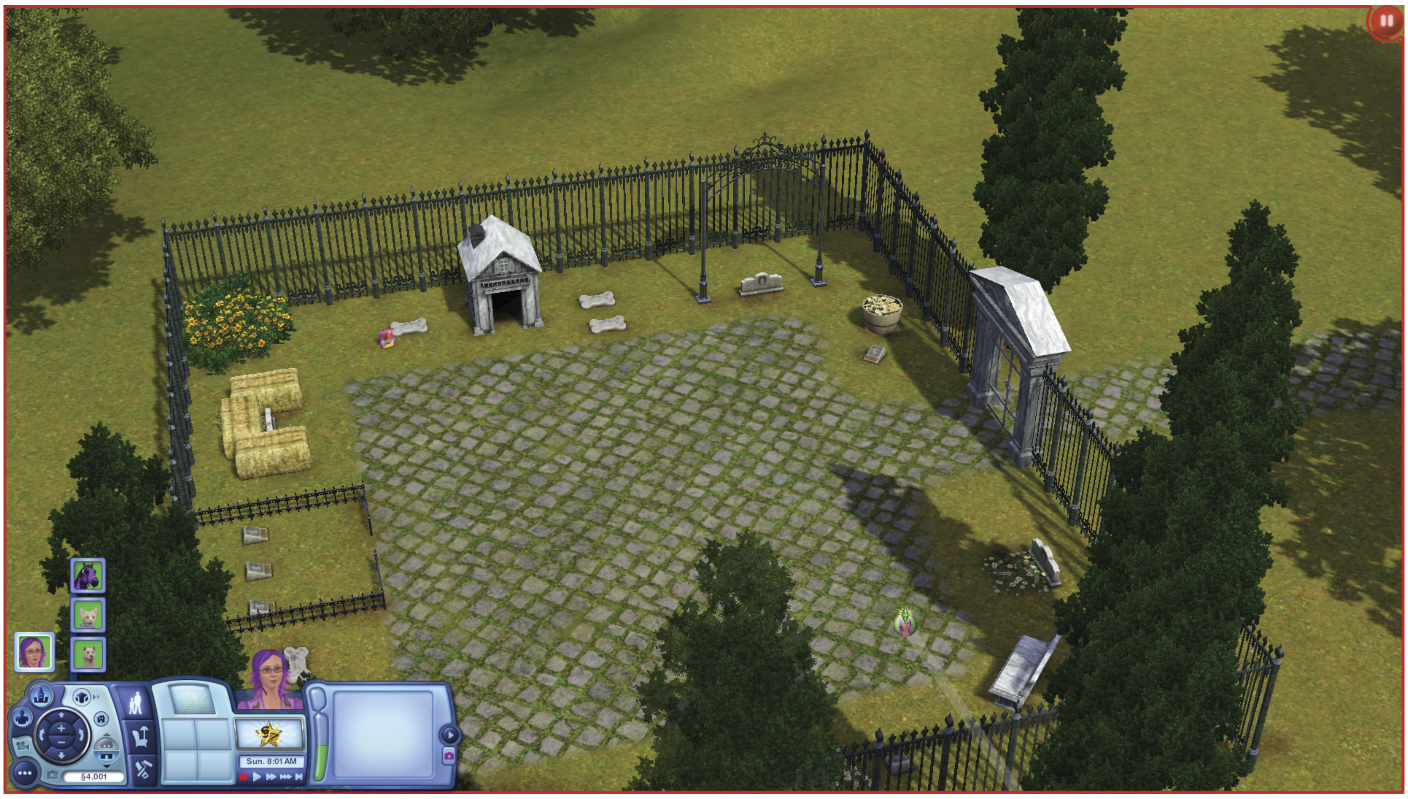
A new litter of puppies or kittens is a big event in a household. All household members get the powerfully positive New Puppies (or New Kittens) moodlet, which boosts mood by 80 points and lasts a whole day.

Puppies are just sooooo cute. Sims look at puppies and (either autonomously or user directed) say Awwwww. This social builds Fun, and gives the Sim the Puppies! positive moodlet.



Dogs

Dog Aging and Death



The cemeteery in Appaloosa Plains has a nice sections set aside for pets.

You can set the life span for dogs, cats, horses, and Sim separately in the Options menu, and set a time span for each age group. Still, unless you turn aging off entirely, your pet will age up, and eventually die.

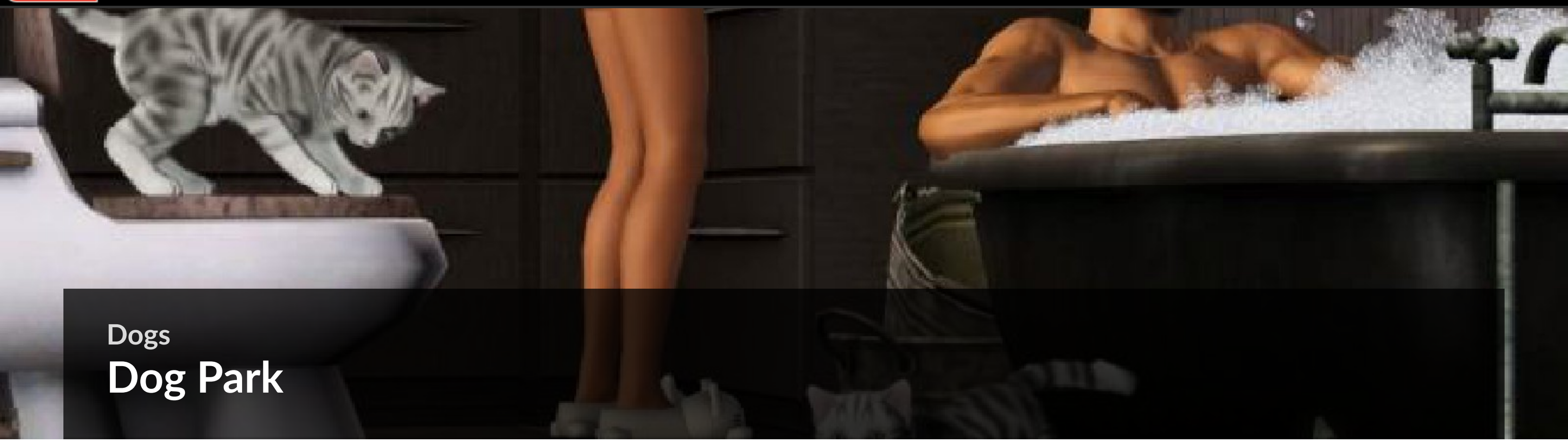
Aging up is a cause for celebration. You get a warning that the pet's birthday is approaching. When the aging up actually happens, Sims will gather around and cheer, while the pet disappears in a flurry of sparkling effects, and the aged up pet appears.

Caution

Neglected puppies gain a negative trait when aging up.

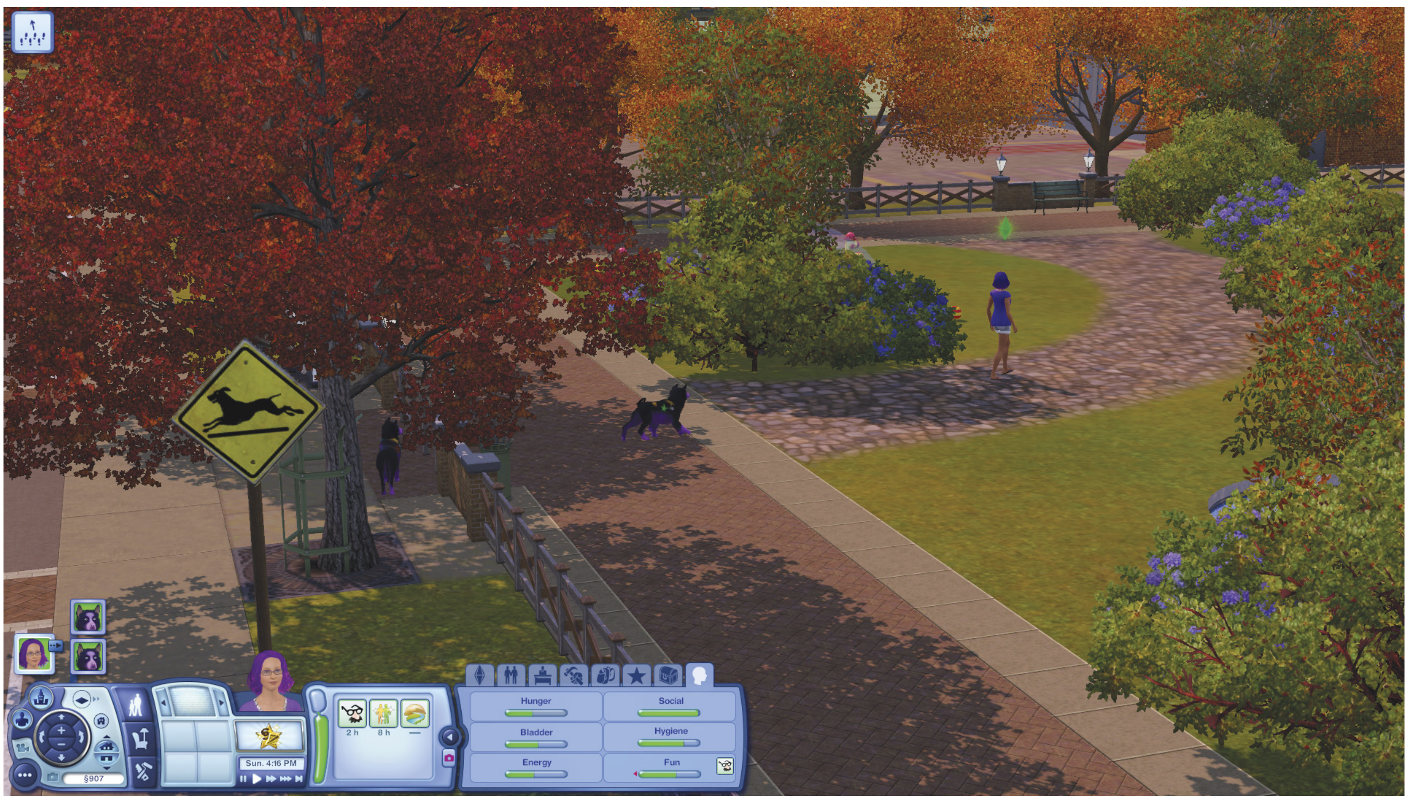
Note

When the Grim Reaper comes for a dog, he tosses a stick into the sky, and the dog chases it and disappears, leaving behind a dog urn.



Dogs

Dog Park



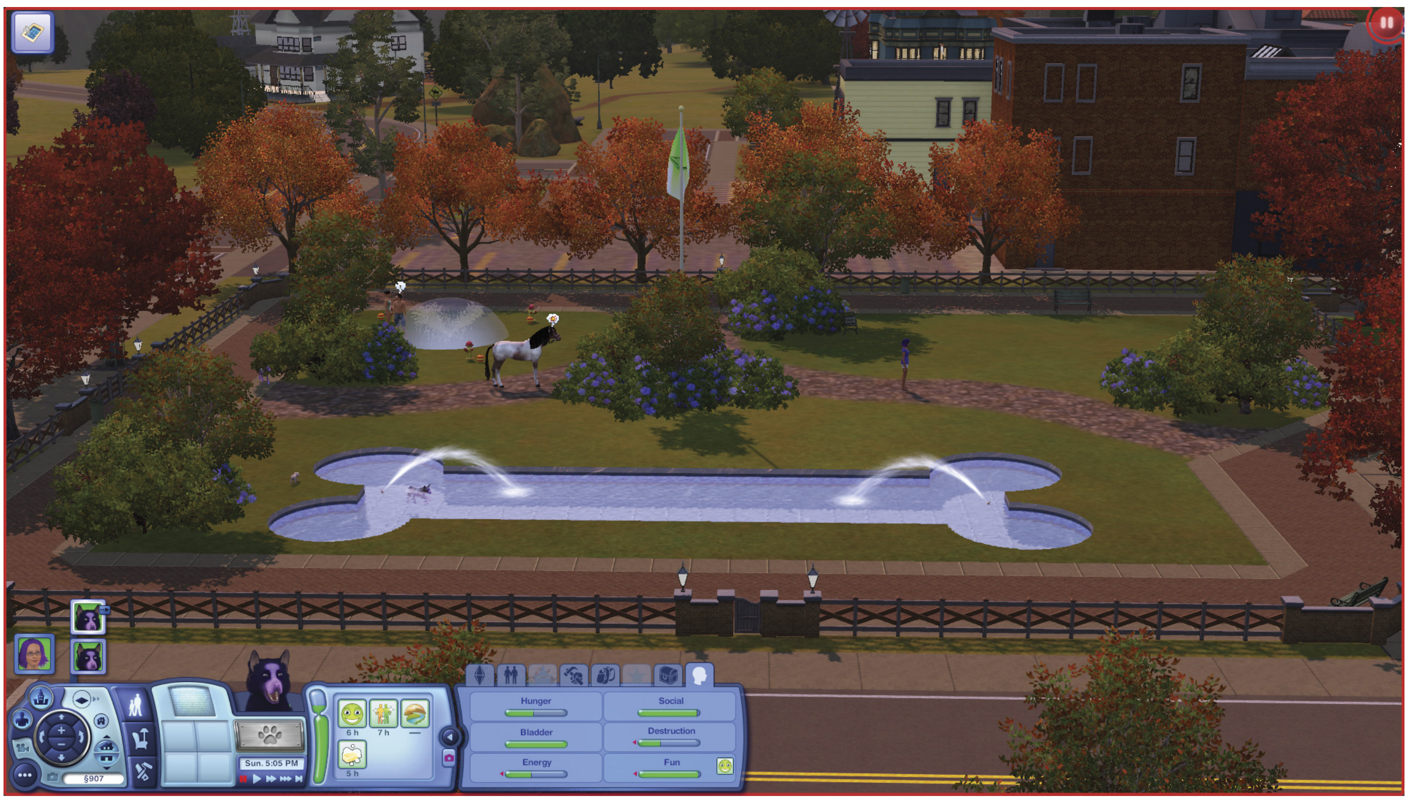
Dog's Day Town Plaza, the local dog park, is a great place to take your pet, and to interact with other neighborhood pet owners. You dog can chase and fetch, or play with other dogs and make new friends.

Dog crossing

The park has sprinklers to play in, hydrants to enjoy, and a dog-bone shaped pool to take a dip in. The park also has plenty of room to run so you can have a boisterous game of fetch or chase.

Tip

Find playmates for your dogs at the dog park. And because Sims here are bound to be dog lovers, don't be afraid to use the Enthuse about Dogs or Talk About Dogs socials to start off a conversation on the right paw.



My Sim enjoys the fresh air and beautiful landscaping while my dog takes a dip in the pool.

Recipe for Dog Happiness

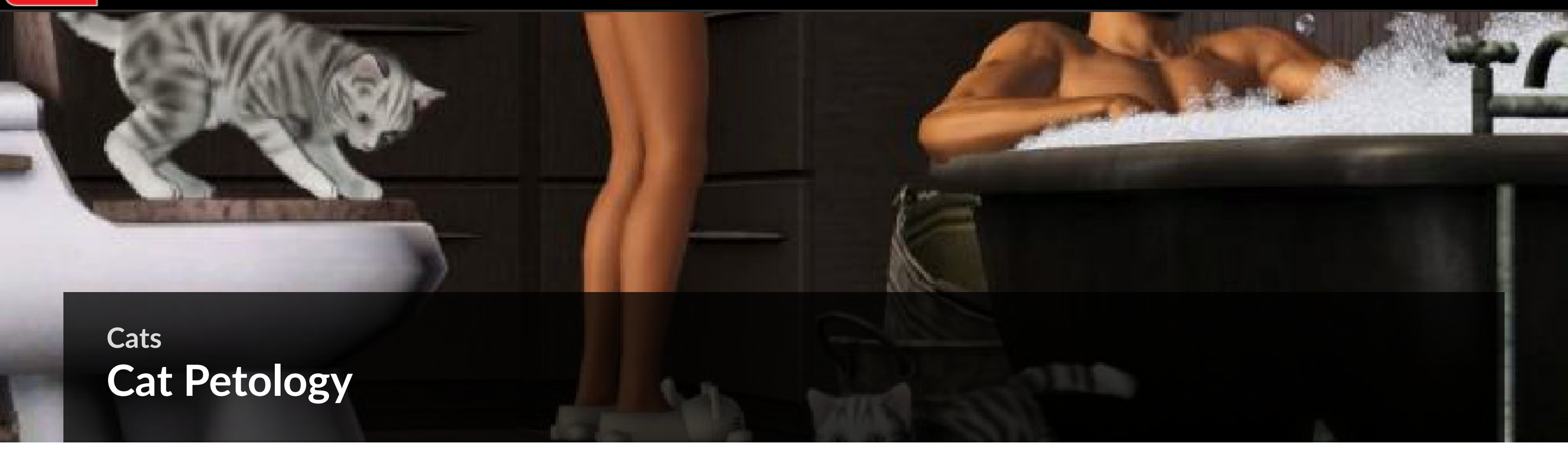
Give your dog lots of love and attention. Even independent dogs need time with their favorite Sims.

Make sure your dog always has access to chew toys. Buy the Pet Toy Crate item right away, and direct your pet (or use reinforcement) to chew toys instead of furniture.

Feed your dog regularly. Gourmet pet food will help your dog live longer.

Take care of fleas right away. They not only make your dog miserable, they spread to other pets and Sims.

Bring your dog to the dog park to socialize with other dogs and to have room to run.



Cats

Cat Petology

I am the cat who walks by himself, and all places are alike to me.

—Rudyard Kipling

There's an old saying that when a Sim feeds a dog, the dog thinks the Sim must be a deity. But when a Sim feeds a cat, the cat thinks the cat must be a deity. Cats think they own their Sims, not the other way around. Nonetheless, Sims and cats make a great team. Sims can provide food, petting, brushing, and litter box cleaning for their pet cats, while pet cats provide love and affection plus the occasional hairball or dead rodent.

Cat Petology

The mechanism for playing a cat in The Sims 3: Pets is very similar to that for playing a dog. But as anyone who's owned either cats or dogs knows, the animals themselves are completely different as pets. Cats are a lot more independent, they're cleaner, and they do as they please. Cats cannot be trained, of course! However, they do respond to reinforcement from their owners. Just as with dogs, their traits can be changed and molded by interactions with their Sims.

The Cat UI

Cats have the same basic game panels as dogs and horses. Like horses and dogs, cats are full members of the household, and are under your control. Cat icons appear to the right of the household Sims icons in the UI, along with the icons of any other household pets.

Tip

Don't forget that you can change various Game Options for your cat, such as the amount of free will or length of each age group.

The Cat UI shows the following panels: Petology, Relationships, Careers (This tab is grayed out because pets don't have jobs), Skills, Inventory, Opportunities (This tab is grayed out because pets don't receive opportunities), Lifetime Happiness, Needs.

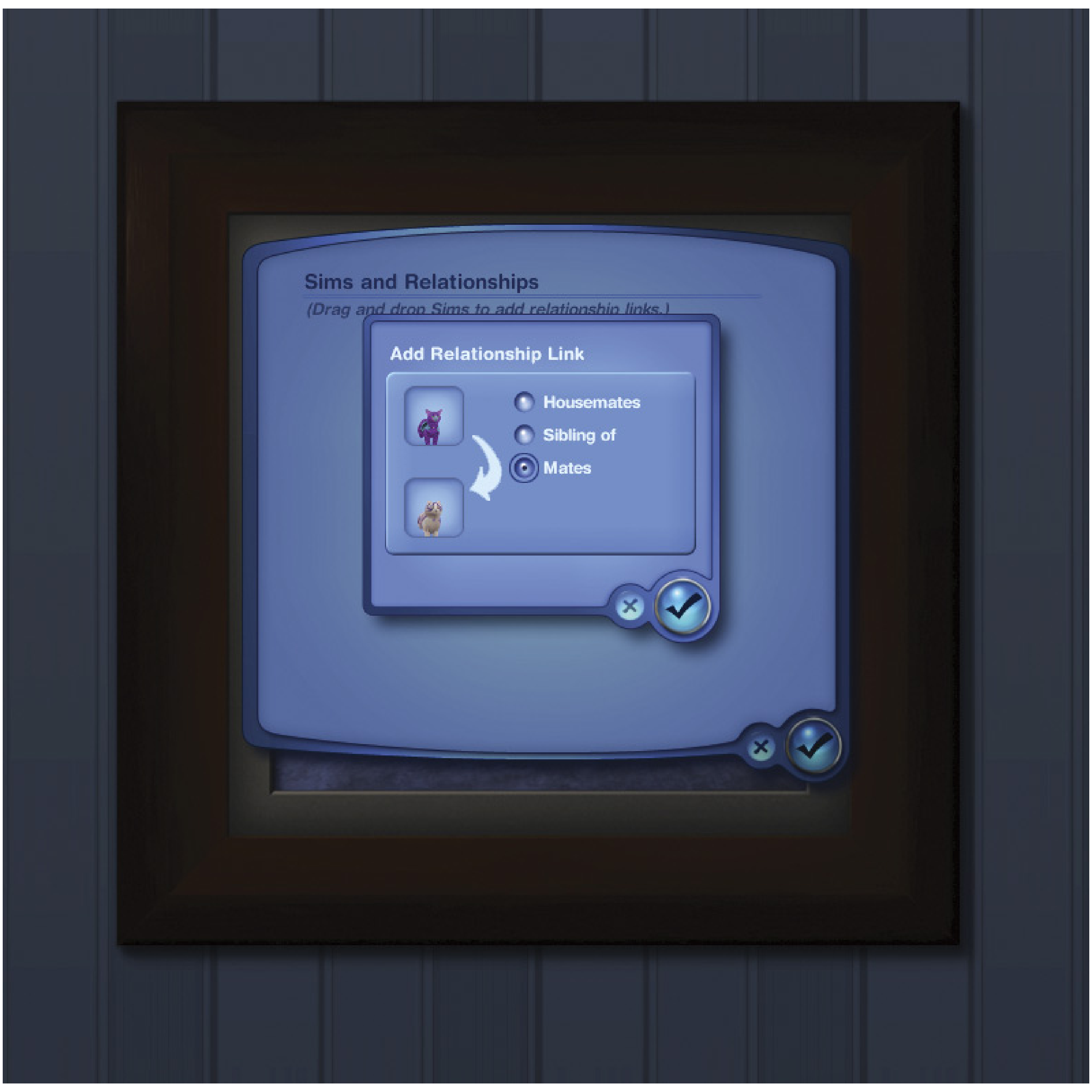
Note

Cats don't have careers, so that tab is grayed out. Cats also don't receive opportunities.

Petology and Relationships

Cats have the same Petology and Relationship bars that dogs and horses do, and these are pretty similar to the ones you're used to for your Sims. Remember that cats, like all pets, start out with certain traits, but those traits will be added to and subtracted from, based on the training and reinforcement they receive from their Sim guardians.

Pets have slightly different relationship levels than Sims do. Rather than Acquaintance, pets who know another Sim slightly show them as a Familiar Sim. There can also be Familiar Cat, Familiar Dog, and Familiar Horse relationships. Pets also have access to the Best Friend Forever relationship level, and can bestow it upon favored Sims or other pets. Pets are also considered Mates if the Mate relationship was set in Create a Sim, or if they have bred.



Sims and Relationships

(Drag and drop Sims to add relationship links.)

Add Relationship Link

○ Housemates

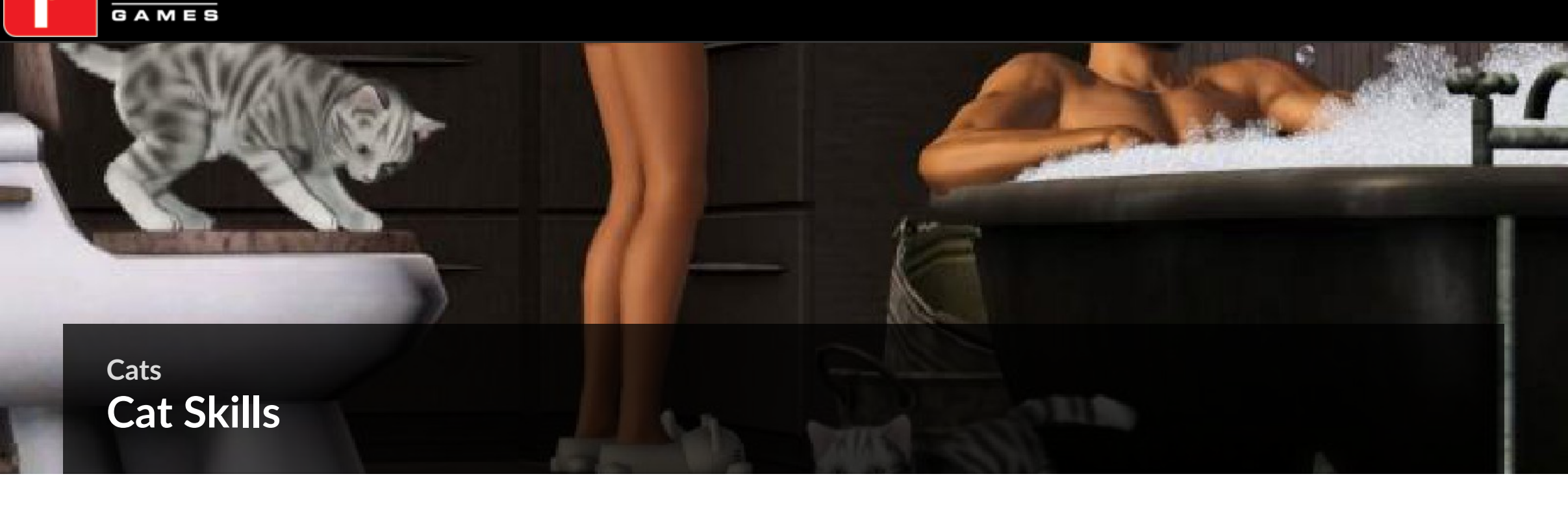
○ Sibling of

● Mates

Pets that were created together as part of the same household in Create a Sim are considered Litter Mates unless you set their relationship to Mate at the end of Create a Sim.

Tip

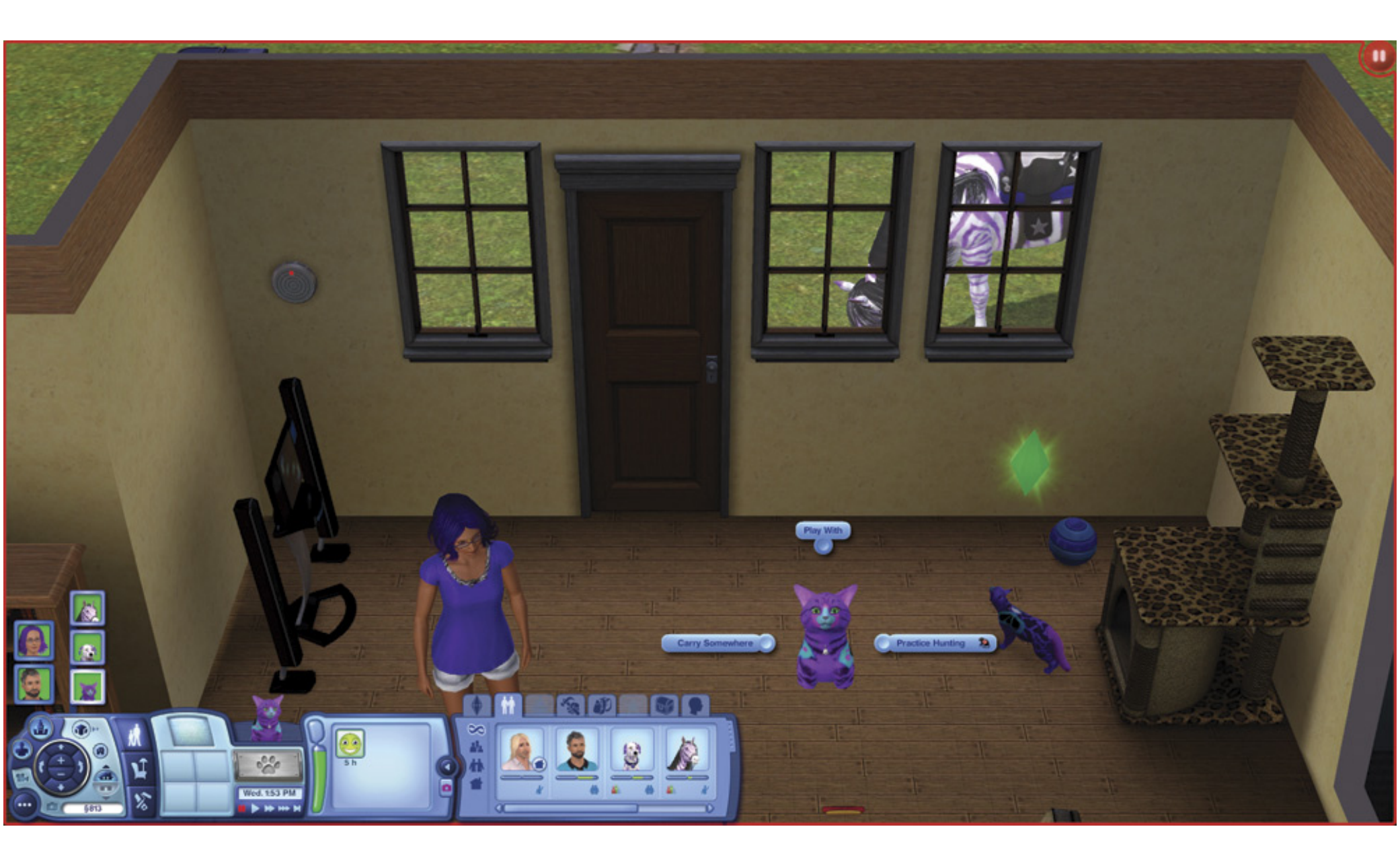
Sims with the Cat Person trait will be the closest to their cats. They build LTR faster, and prefer to socialize with cats. They also get the Playtime! positive moodlet when interacting with their cats.



Cats

Cat Skills

Hunting Skill



Like dogs, cats have hunting prowess. However, as you might expect, cats go about this differently from dogs. First of all, cats don't need to learn anything about hunting from mere Sims! Hah! Cats are born being better hunters than Sims will ever be. Cats simply have to... choose... to hunt.

If a cat chooses to learn hunting, it uses a toy from the Pet Toy Crate object to practice on. While Sims can't train their cats to hunt, they can provide the Pet Toy Crate object, and encourage their cats to use it.

Of course, as a player, you can direct your cat to use the Practice Hunting interaction on one of the three pet toys in the crate. But it takes a while to learn the Hunting skill, so don't neglect your cat's other needs in the process. Also, if you direct your pet to train for too long, training fatigue will set in, and the cat won't be able to learn more until the fatigue wears off.

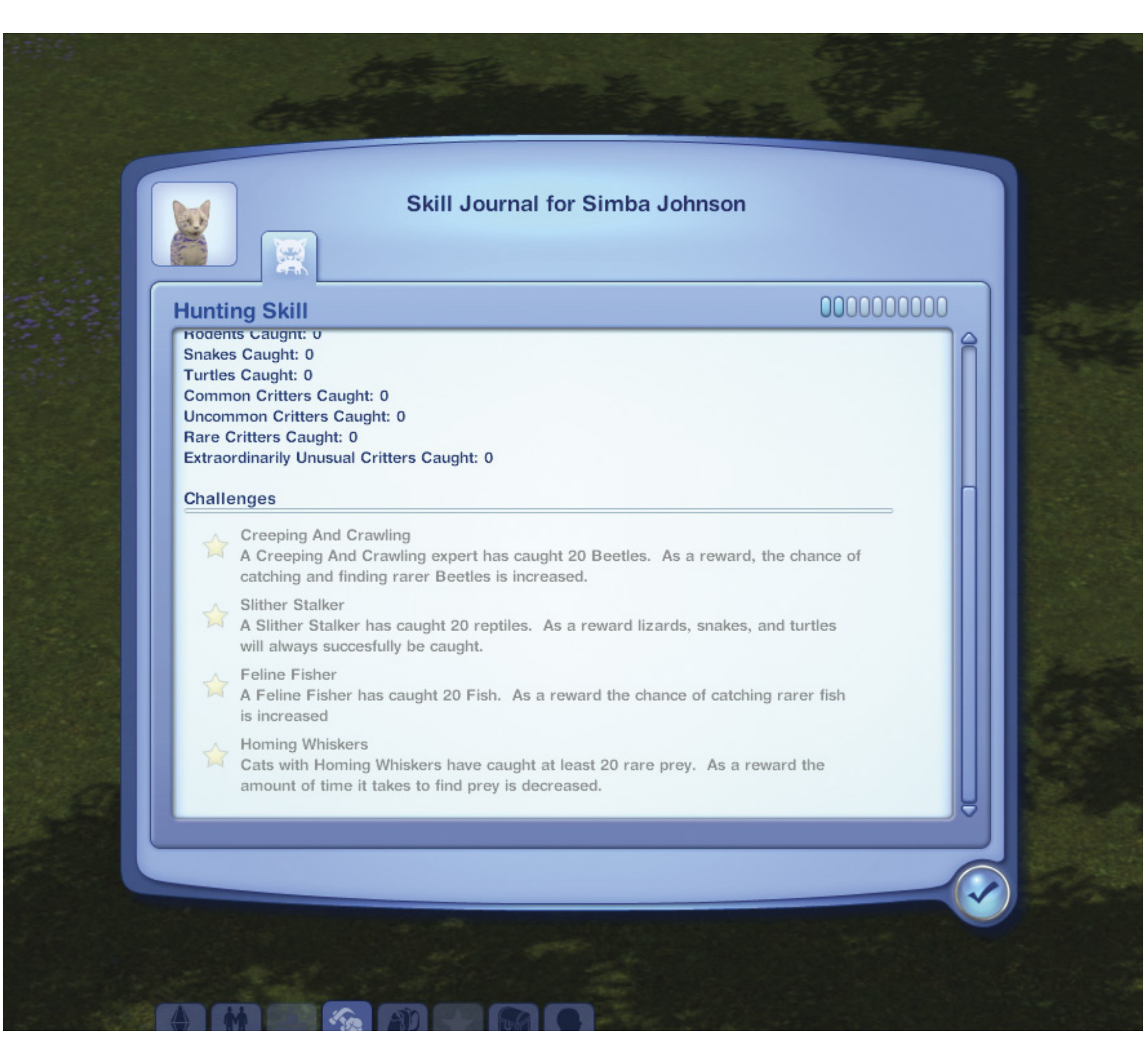
The Pet Toy Crate contains three random choices from the five possible cat toys: paper ball, catnip mouse, ball of yarn, foil ball, plastic ball. Any of these toys have the Practice Hunting interaction, which builds the Hunting skill. Cats stalk and attack the toy, roll around with it, and kick at it with their hind legs—in other words, just the cat play behavior you'd expect from a real cat!

While practicing hunting, cats dream of the mighty foes they will someday vanquish.

> **Note**
>
> Playing with or practicing hunting with the catnip mouse toy can lead to the Whacked Out moodlet! A little bit of catnip goes a looooong way. Although this is a positive moodlet, it also makes cats go a little crazy—running around, chasing their tail, or scratching the furniture.

Once a cat has learned the Hunting skill by practicing on toys, the Hunting skill appears in the Skills panel, with a Hunting Skill Journal to track your cat's prowess. The cat also now has access to Hunting related interactions, such as Stalk for Prey.

Hunting Skill Journal



Skill Journal for Simba Johnson

Hunting Skill

Rodents Caught: 0
Snakes Caught: 0
Turtles Caught: 0
Common Critters Caught: 0
Uncommon Critters Caught: 0
Rare Critters Caught: 0
Extraordinarily Unusual Critters Caught: 0

Challenges

Creeping And Crawling
A Creeping And Crawling expert has caught 20 Beetles. As a reward, the chance of catching and finding rarer Beetles is increased.

Slither Stalker
A Slither Stalker has caught 20 reptiles. As a reward lizards, snakes, and turtles will always succesfully be caught.

Feline Fisher
A Feline Fisher has caught 20 Fish. As a reward the chance of catching rarer fish is increased

Homing Whiskers
Cats with Homing Whiskers have caught at least 20 rare prey. As a reward the amount of time it takes to find prey is decreased.

Stalk a variety of prey including birds, bugs, reptiles, and more! No matter what the skill level, delicious creatures are just a prowl away. Devour critters on the spot or Present them to favorite Sims to show how much they are loved.

Challenges

Creeping And Crawling - A Creeping And Crawling expert has caught 20 beetles. As a reward, the chance of catching and finding rarer beetles is increased.

Slither Stalker - A Slither Stalker has caught 20 reptiles. As a reward, lizards, snakes, and turtles will always be successfully caught.

Feline Fisher - A Feline Fisher has caught 20 fish. As a reward, the chance of catching rarer fish is increased.

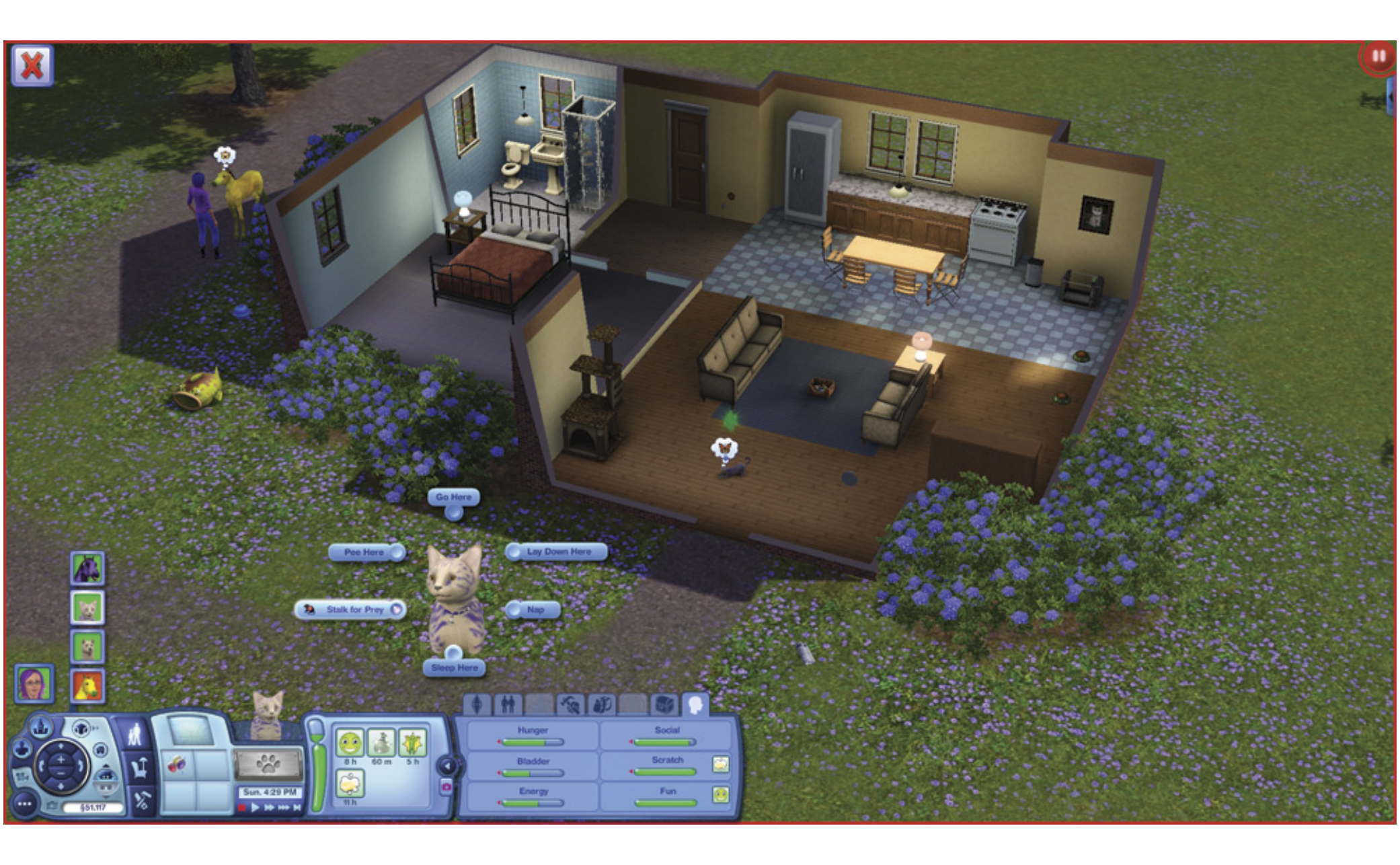
Homing Whiskers

Cats with Homing Whiskers have caught at least 20 rare prey. As a reward, the amount of time it takes to find prey is decreased.

> **Tip**
>
> Pets who have purchased the Alpha Pet Lifetime Reward object make even better hunters.

Hunting Skill Progression

Once cats have learned to hunt, they can choose to go out in the world and hunt for prey. Cats may do this autonomously, but to direct them, click on the ground and choose the Stalk for Prey interaction. The cat sniffs around, seeking a nearby critter to stalk and catch. Cats can also use the Catch interaction on any prey creatures they find spawned in the world.



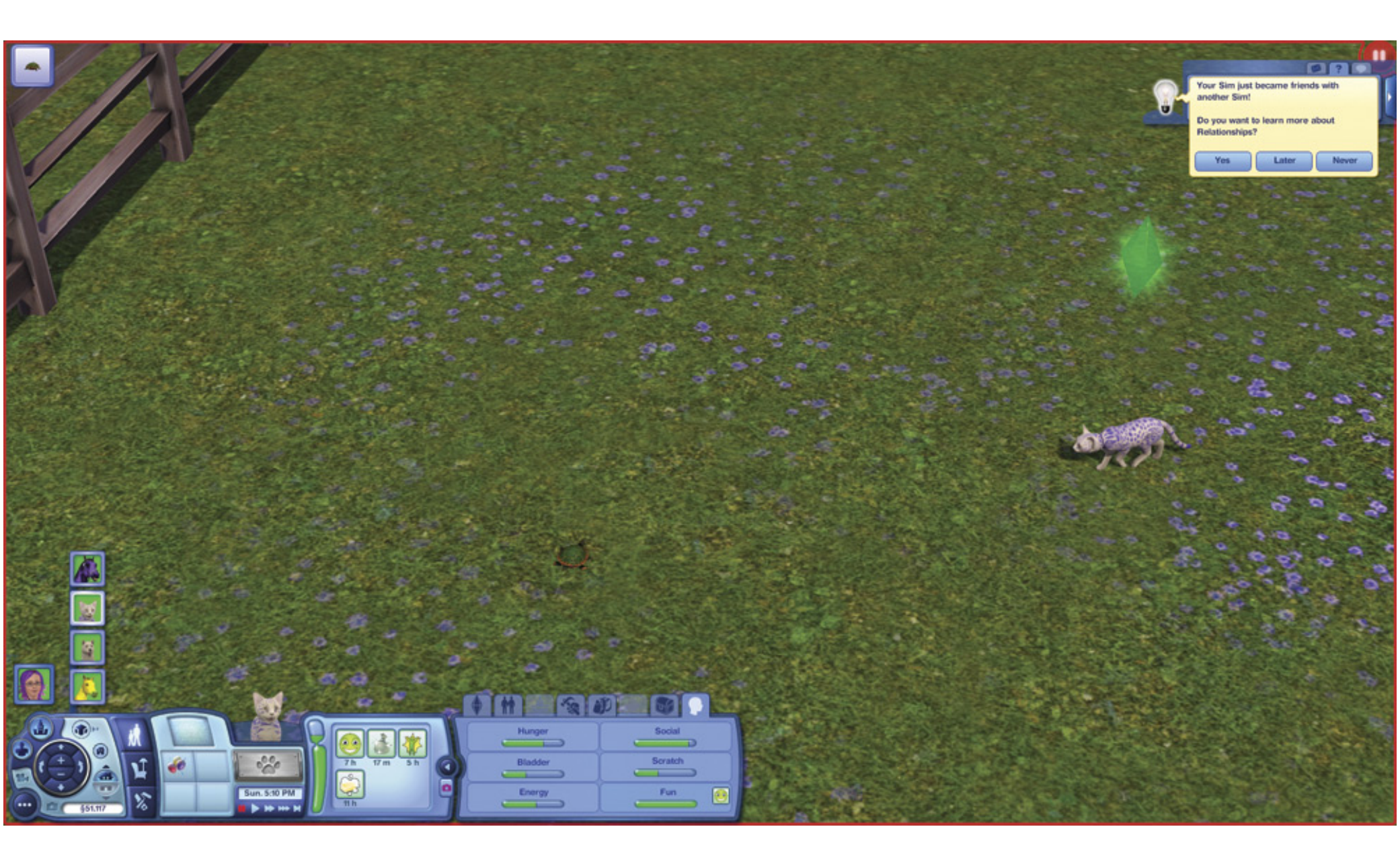
The Stalk for Prey interaction becomes available once a cat has learned at least one level of Hunting skill.

Sometimes cats find snake skins or colorful leaves, but as your cats will assure you, they meant to hunt these! Only the limited minds of lesser beings would consider these failure objects.

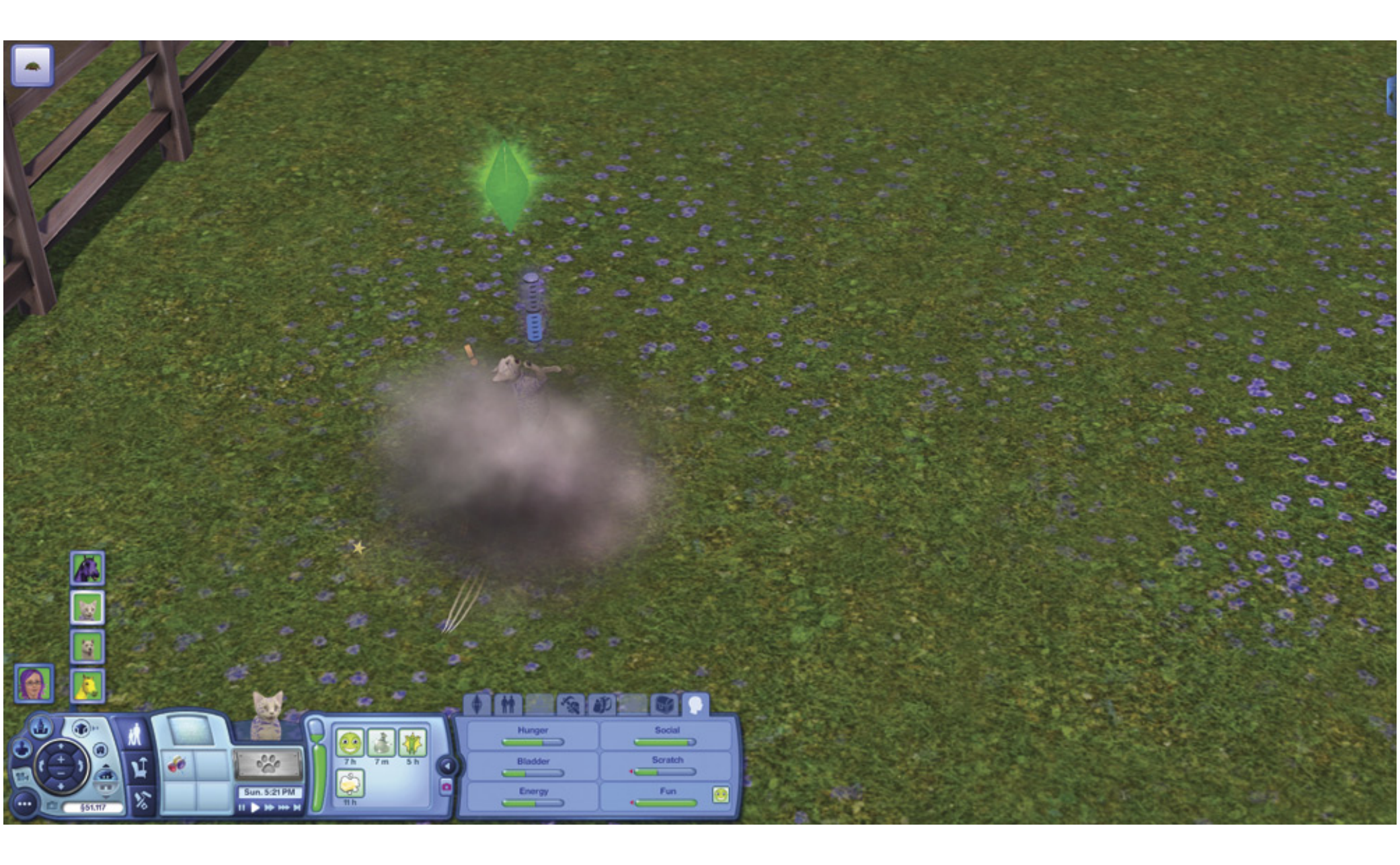
Ok, well... nonetheless, as cats get better at hunting, they start getting pretty good at finding reptiles, beetles, birds, lizards, turtles, rodents, snakes, and fish.

Fishing works a little differently than hunting other prey. Cats use the Fish interaction at a likely fishing spot, and their Hunting skill and the rarity of the prey determine the chances of success. The more your cats fish, the better they get at it.

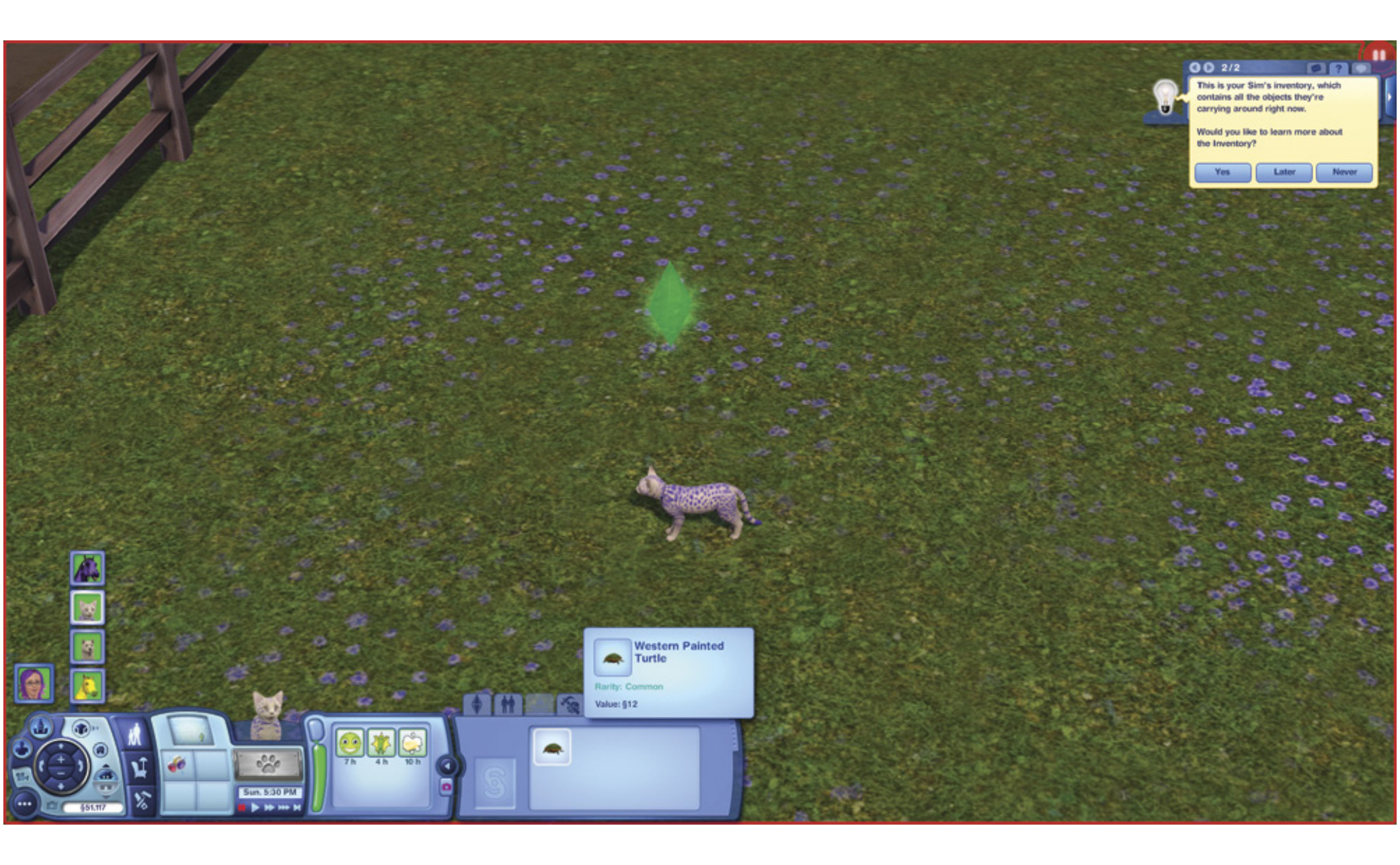
When cats locate a prey creature, they stalk it, crouch down, and charge in. A fight cloud obscures the vicious battle, and finally, your cat emerges victorious. Because cats are always victorious. If they end up without the prey, that's because they chose to let it go.



The prey is spotted.

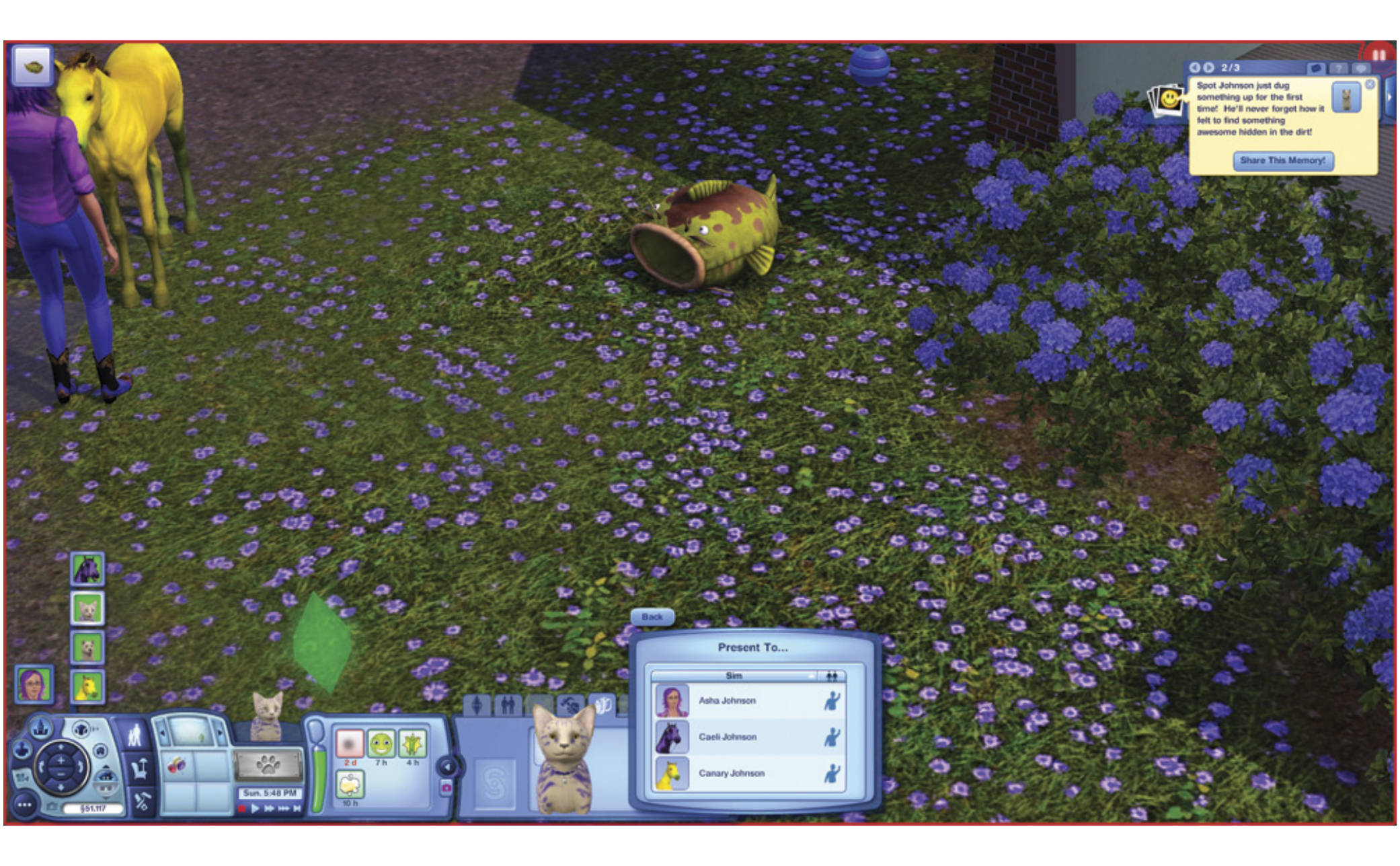


Battle ensues.



Victory!

When cats catch prey, they'll just go ahead and eat it if they're hungry. Otherwise, the prey goes into the cat's inventory. At that point, cats have several options. They can choose to Present a captured object to a Sim or another cat. Although Snob and Neat Sims might be disgusted by this behavior, other Sims and cats who have a good relationship with the presenting cat are likely to have a positive reaction. A positive reaction boosts LTR while a negative reaction lowers it. It's always Fun for the cat.



The Present interaction brings up a picker so the cat can choose which household creature to bestow the trophy on.

> **Tip**
>
> Praising your cat for presenting prey will boost the cat's Hunting skill.

Cats can also take a hunted item from their inventory and drop it somewhere with the Drop Somewhere interaction. The Presented or Dropped items stay on the ground unless a Sim or cat picks them up. Otherwise, another pet may come along and eat it!

Cats with Hunting skill higher than level 7 gain access to the Locate Prey ...<Prey Type> interaction. Cats won't do this unless you direct them to. The types of prey that can be located are birds, snakes, rodents, beetles, fish, lizards, and turtles.

The cat goes outside and sniffs, then Map View pops up with map tags pointing to the chosen prey type. The cat's Hunting skill determines what's shown, so prey types outside the cat's skill level don't appear.

Hunting Up New Pets

One of the coolest things about hunting cats is that they can actually catch you a new pet! The types of prey that cats hunt—birds, snakes, rodents, beetles, lizards, turtles, and fish—are also the animals you can place in a terrarium and keep as small pets. That means you can send your cat out to hunt you up a new small pet. As cats get better at hunting, they learn to catch rarer versions of each small animal. Cats can find rare creatures that are not available when you use the Stock interaction on the terrarium. So this is a great way to have some very cool small pets that you'd have a hard time obtaining otherwise.

When your cat catches a rare creature and Presents it to you, you have several options. You can turn away in disgust (in fact, if your Sim has the Neat trait, this would be their autonomous response). You can let the cat eat the creature. You can turn it in to the Science Lab for science, earning a nice fee in the process. But the most fun is to take the creature, then buy the appropriate terrarium for it. Different terrarium habitats are available for each type of creature, so make sure you buy the right one. Drag the creature out of your inventory into the habitat and you now have a new pet! And better yet, you'll have a rare and interesting pet. Wait till your Sim's friends see the cool new creature you've collected!

See the Small Pets chapter for more information on keeping small pets happy.

> **Tip**
>
> Hungry cats will eat their prey. Keep your hunting cats well fed with kibble or gourmet pet food if you want them to bring their prey home to Present to you.

Cat Hunting Chances by Skill Level

Turtle

Variety	Rarity	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight
Red Eared Slider	Common	1	10	10	2
Western Painted	Common	1	10	10	2
Eastern Box	Common	3	10	7	5
Indian Roofed	Uncommon	3	10	4	6
Barbours Map	Uncommon	5	10	4	6
Alligator Snapping	Uncommon	5	10	4	6
Pygmy Tortoise	Rare	3	10	1	4
Turtle Spiny	Rare	3	10	1	4

Snake

Variety	Rarity	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight
Garter	Common	1	10	10	2
Emerald Tea Boa	Common	1	10	10	2
Mini Python	Common	3	10	7	5
San Francisco Garter	Uncommon	3	10	4	6
Malayan Krait	Uncommon	5	10	2	6
Yellow Chondro Python	Uncommon	5	10	2	6
Scarlet King	Rare	7	10	1	4
Iridescent Shieldtail	Rare	7	10	1	4

Rodent

Variety	Rarity	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight
Rat	Common	1	10	10	2
Womrat	Common	1	10	10	2
Baby Squirrel	Common	1	10	8	2
Chipmonk	Uncommon	5	10	4	5
Shrew	Uncommon	5	10	2	6
Pygmie Hedgehog	Rare	5	10	1	4
Chinchilla	Rare	5	10	1	4

Lizard

Variety	Rarity	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight
Green Iguana	Common	1	10	10	2
Tokyo Gecko	Common	1	10	10	2
Anole	Common	1	10	7	3
Red Headed Rock Agama	Uncommon	3	10	4	5
Pygmy Komodo Dragon	Uncommon	5	10	2	6
Texas Spiny	Uncommon	7	10	2	5
Chameleon	Rare	8	10	1	4
Ancient Dragon	Rare	8	10	1	4

Small Birds

Variety	Rarity	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight
Parakeet	Common	3	10	10	2
Goldfinch	Common	3	10	10	2
Pidgeon	Common	3	10	8	2
Cardinal	Uncommon	3	10	4	6
Nuthatch	Uncommon	5	10	4	6
Eastern Bluebird	Rare	8	10	1	4
Lilac Breasted Roller	Rare	9	10	1	4

Fish

Variety	Rarity	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight
Minnow	Common	1	10	10	1
Anchovy	Common	1	10	10	1
Goldfish	Common	1	10	10	1
Alley Catfish	Uncommon	1	10	1	10
Jellyfish	Common	1	10	10	1
Rainbow Trout	Common	1	10	10	1
Red Herring	Common	2	10	10	1
Tuna	Common	2	10	10	1
Tragic Clownfish	Uncommon	3	10	1	10
Siamese Catfish	Uncommon	3	10	1	10
Piranha	Common	4	10	10	1
Blowfish	Uncommon	4	10	1	10
Salmon	Common	5	10	1	10
Black Goldfish	Common	5	10	1	10
Shark	Uncommon	6	10	1	10
Swordfish	Common	6	10	1	10
Angelfish	Uncommon	7	10	1	10
Vampirefish	Rare	7	10	1	10
Robotfish	Rare	8	10	1	10
Lobster	Common	8	10	1	10
Deathfish	Rare	9	10	1	10

World Adventures

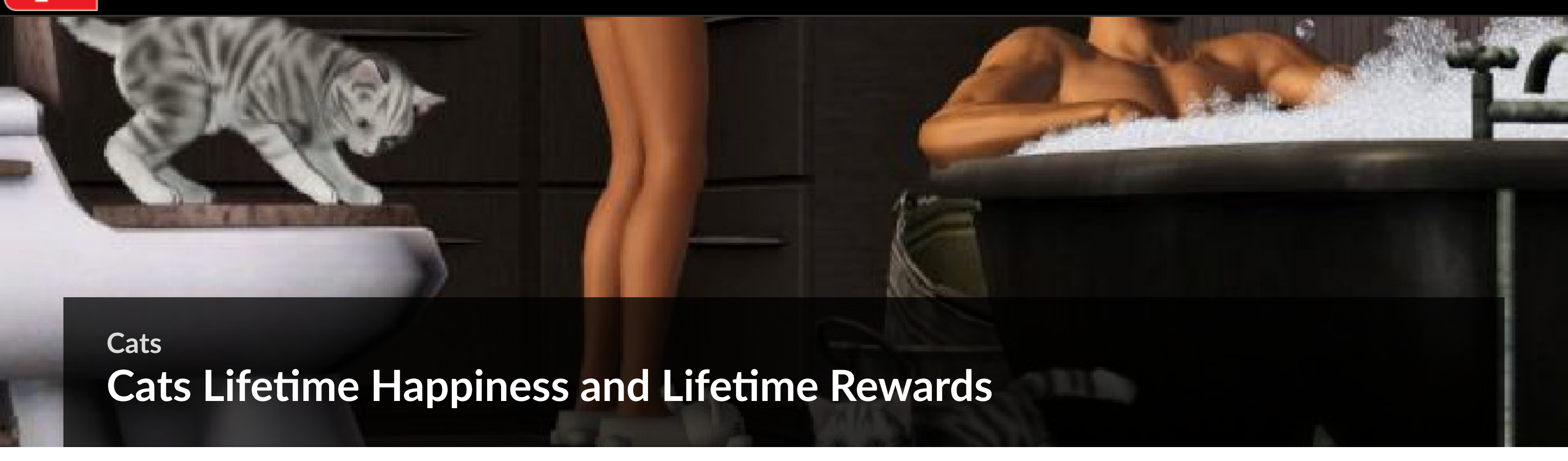
Variety	Rarity	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight
Mummy Fish	Rare	7	10	1	4
Crocodile	Uncommon	5	10	1	10
Crawfish	Uncommon	4	10	1	10
Frogs	Common	1	10	10	1
Dragon Fish	Rare	8	10	1	10
Doitsu Koi	Common	1	10	10	1
Kawarimono Koi	Common	2	10	10	1
Ochiba Koi	Uncommon	4	10	1	10
Tancho Koi	Uncommon	6	10	1	10
Snails	Uncommon	2	10	1	10

Late Night

Variety	Rarity	Min. Hunt Skill Level	Max. Hunt Skill Level	Min. Hunt Weight	Max. Hunt Weight
Kissing Gourami	Common	3	10	10	1
Sewer Trilobite	Common	5	10	10	1
Sea Sludge	Common	1	10	10	1

Inventory

Inventory is where cats store all their hunting trophies! That is, if they're not presenting them to Sims or feeding them to their kittens.



Cats

Cats Lifetime Happiness and Lifetime Rewards

Pets don't have Lifetime Wishes, but they get wishes just like Sims do. Many wishes are pretty easy to grant, while some might take a little more time. For example, a cat might wish to scratch on the cat condo, and that's an easy one.

Make sure your cat has a cat condo, direct her to scratch it, and voila! The cat is happy. Or the cat might wish to improve her Hunting skill level. That will take a little work and time to accomplish, but the reward, in Lifetime Happiness points, will be higher.

Cats also have the same mood meter as Sims, and when that meter is green up to the bubble on the top, dogs earn Lifetime Happiness points just like Sims do. Happy, well-tended cats can earn some pretty cool Lifetime Rewards.

CAT Lifetime Rewards

Name	Points Required	Description
Vomit Machine	3000	Here's a great way to get your owner's attention. Gain the ability to vomit at will.
Best Behavior	5000	Save your furniture! Save your house! This reward will make it so your pet will never scratch or bite the furniture, roll in puddles, or get into trash and kitty litter…of course, unless you really want them to.
Never Nauseous	5000	Pets become immune from getting nauseous and vomiting.
Steel Bladder for Pets	8000	Never again worry about those fretful accidents Pets with Steel Bladders lose the urge to pee.
Fertility Treatment for Pets	10000	Puppies, kittens, and foals galore. This guarantees large litters for your pet.
Beloved Animal	10000	Your pet gains more social fulfillment from interacting with humans.
Attitude Adjustment	15000	Have you ever wondered how your favorite pet would be if he were loud instead of quiet or neat instead of piggy? Go ahead and choose new traits for your pet.
Alpha Pet	15000	Your pet is gifted with heightened senses when searching for prey. Results from hunting are greatly improved.
Super Smart Pet	15000	Your pet becomes super smart and responds to praising and scolding much more.
Super Swank Pet Bed	20000	A really swank pet bed, so your pet can sleep in style.
Bottomless Pet Bowl	30000	Give your pet a pet bowl that provides high quality sustenance and never needs refilling.
Pet Hygienator	20000	Landgraab Industries' latest solution in high technology pet hygiene. Use it to keep your dogs and cats squeaky clean and free from fleas.
Clone Voucher for Pets	35000	The pet that purchases this reward gets a Clone Voucher. Redeem it at the science facility to have a young clone of your pet join your household! You cannot purchase this reward if your household is full.
Young Again Potion for Pets	50000	This potion will magically turn back the time on your pet's life. Here's to starting over!

Needs

Cats don't like to admit that they have needs, but they do. To keep your cat happy, and thereby keep the Mood meter at the top to build Lifetime Happiness points, make sure your cat has all these needs met:

Hunger, Bladder, Energy, Social, Scratch, Fun.

Hunger

Buy a pet bowl and keep it filled with plenty of food for your cats. If cats get too hungry, they start to yowl and display thought balloons about food. Starving your cat doesn't go over well, and and the cat will lose LTR with everyone in the household

Cats with Hunting skill can forage for some of their own food, but many of the hunted objects they bring back are worth more than a bowl of food. Keep your hunting cats well fed on kibble, so they aren't chowing down on rare butterflies.

Sims with at least one level of Cooking skill can prepare gourmet pet food for their pets. Feeding your cats gourmet pet food will actually prolong their lives.

Bladder

Cats are notoriously fastidious creatures. Make sure you have a litter box available for them to use. Everyone in the household will be happier. Oh, and make sure to keep that litter box clean! Not only does it get stinky, which is Disgusting to nearby Sims, but it becomes unacceptable to cats. Litter boxes have three cleanliness states: clean, dirty, and extremely dirty. Piggy cats don't care how clean the box is, but Proud cats won't use it if it's even a little dirty, and most cats won't use it if it's extremely dirty. Which means they'll find another spot… oh like here, on your shoes….

Tip

Praise your cats for using the litter box to reinforce the Neat trait.

Tip

As soon as you can afford it, spring for the Litter Box of the Future item. It is automated—with lasers!—so it never gets dirty.

Energy

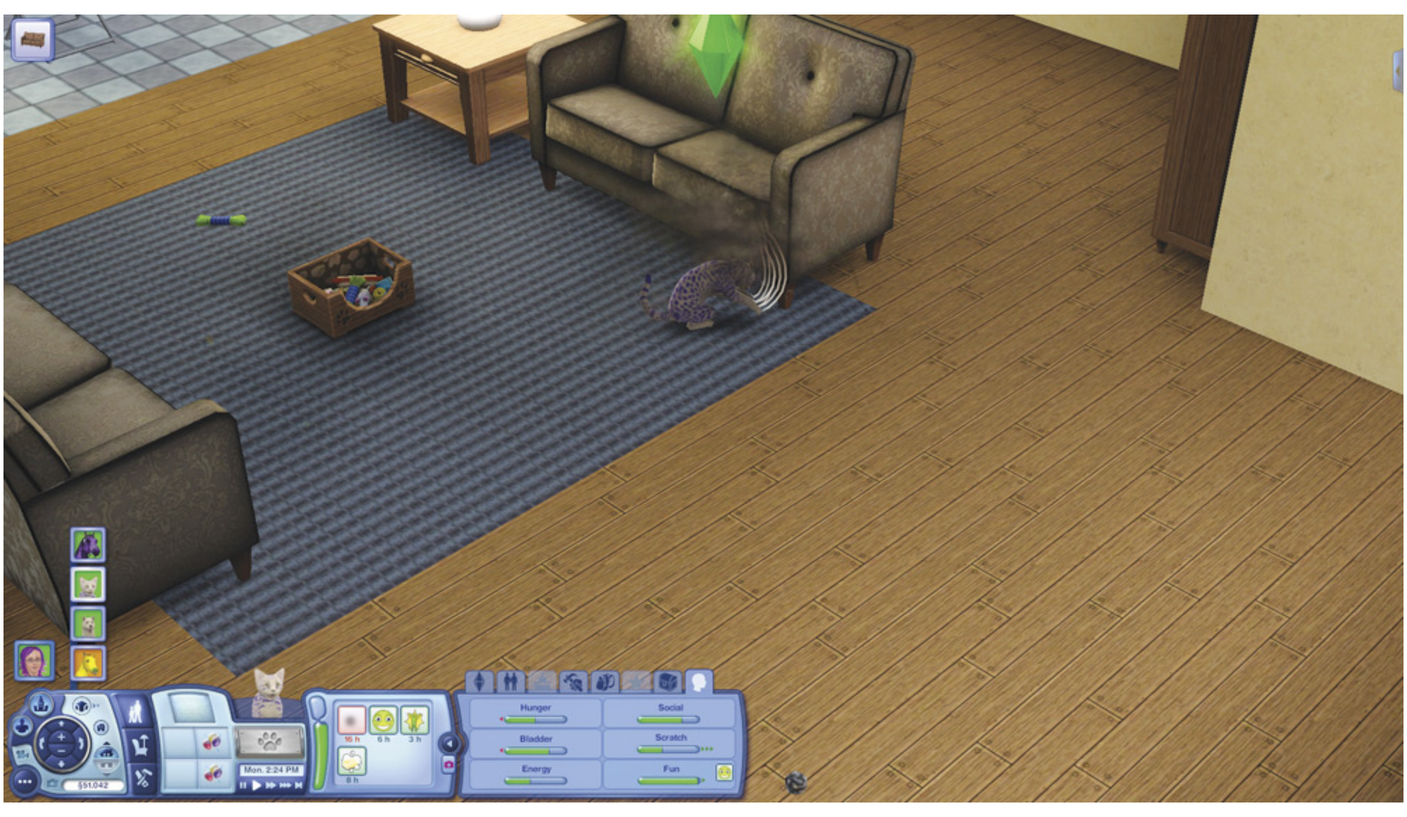
You probably won't be surprised to learn that cats like to sleep. A lot. Or nap. Or nap and then sleep. Cats don't sleep through the night like lesser beings. They sleep when they want, where they want. And later, they sleep some more. As long as your cats get plenty of sleep, they'll be happy.

Social

Cats need social time with their Sims or with other pets. After all, aren't Sims put here to feed and pet their cats? Make sure cats get plenty of petting, brushing, smooching, hugging, and other affectionate socials so they don't get lonely.

Scatch

Cats' special need is Scratch. Cats have an instinctual craving to scratch things to keep their claws sharp and perfectly manicured. They'll scratch and claw the furniture if they don't have alternatives, so make sure to buy a scratching post or cat condo from Buy Mode and place it where your cats can use it. Then try to gently encourage them to use that instead of the couch.



Cats will claw up your furniture unless you provide scratching posts.

Note

Cats gain the positive Purrrrfectly Manicured moodlet when their claws are sharpened to perfection.

Fun

Cats need to have Fun so they don't become stressed or strained. Playing with their Sims or with toys helps cats have Fun. Cats can also have fun with the Play interaction, but they risk getting their claws stuck and getting the negative Me-ouch! moodlet.

Hidden Hygiene

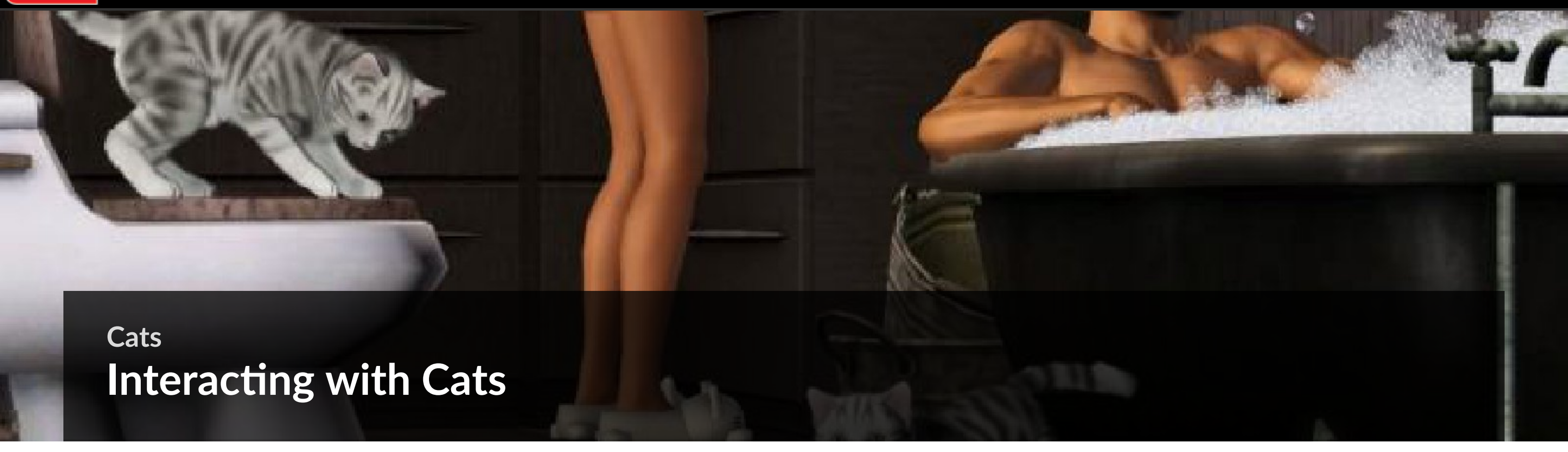
Cats are naturally clean animals who can groom themselves when they start to feel a bit mussed. Cats have a Groom Self interaction and will do this automatically, or you can direct them to. Cats really hate to be dirty, and will get a mood hit for being Grungy, and a big mood hit for being Smelly. Cats with the Proud trait always try to prevent themselves from getting dirty.

Cats who spend time outside can get fleas. They might also pick up fleas if another pet in the household brings them in. The only way to get rid of fleas is by a bath. And let me tell you, cats hate baths! Bathing any pet makes the Sim's own Hygiene tank, and on top of that, if a Sim tries to bathe a cat and the cat gets away, the Sim gets hit with the Cat Scratch negative moodlet.

Note

If Sims fail to keep up with their cats' needs, they'll be considered neglectful, and the Social Worker will come take away all the household pets. Don't neglect your animals! Well, unless that's the way you want the game to play out.

Cats who groom themselves a lot without being brushed enough are more prone to develop hairballs. And hairballs lead to nasty messes to clean up. Brush your cat regularly to prevent hairballs forming.



Interacting with Cats

Affection, Care, and Play

Cats love to let their Sims pamper them. Sims can feed them treats, hug them, pet them, and even pick them up and give them a big smooch. All of these affectionate socials build LTR and Social. Sims should also brush cats regularly. Cats can groom themselves, but this builds up a chance of getting a hairball. Brushing a cat resets this counter, making hairballs less likely. Sims can also play around with their cats, chasing them and having fun.

Tip

If there isn't room for a good game of chase where you are, you'll get a message to that effect. Take your cat to a park or the cat jungle for more room to romp.

Sims can also Pick Up a cat and carry it around. This builds Social and LTR between the cat and the Sim.

Reinforcement

Along with care, affection, and play, cats need a little... direction. One doesn't actually train a cat, of course. But Sims can encourage the behavior they prefer by using the Reinforcement menu to Praise or Scold the cat's behavior. This reinforcement actually alters the cat's traits. A Destructive cat can learn to scratch a post instead of the furniture. A Skittish cat can learn to be more Adventurous. With proper reinforcement, new traits can show up on a cat's Simology tab. Traits that have been added due to training have a thick green border, and say Trained in the tool tip. Pets can have variable number of traits, depending on the reinforcement they receive.

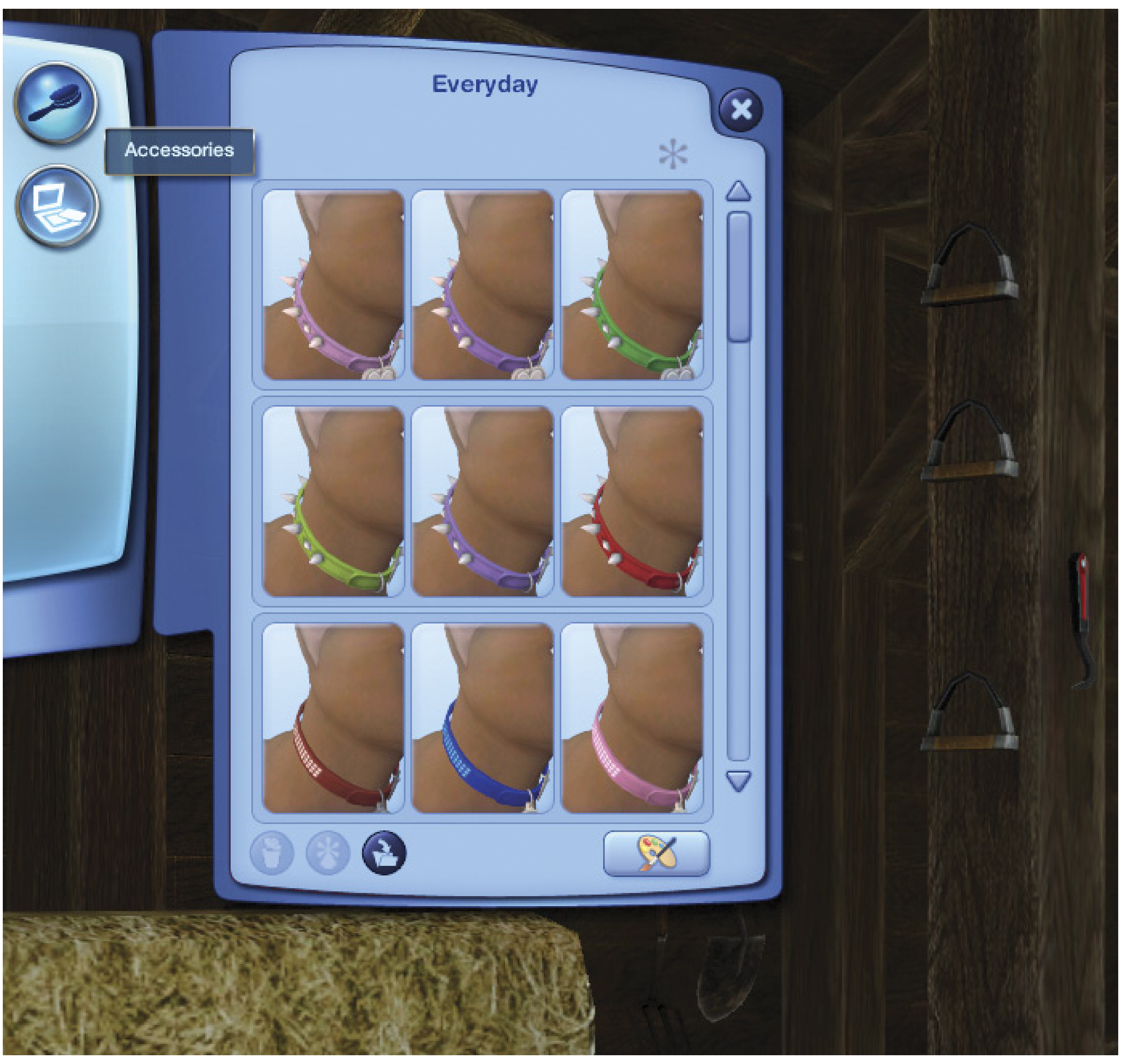
But wait... cats are fully controllable. Can't you just direct your cats to behave appropriately? Sure, you can do this. But the training mechanism provides a representation of the interactive relationships people have with their pets. Cats will modify their behavior when properly directed. The autonomous behavior of well trained pets will be more in line with what you want. That means you can spend less time directing your pets, and more time enjoying them.

Other Interactions

Bathe Pet

We mentioned under Hygiene, above, how much cats hate to be bathed. In fact, it's overwhelmingly likely that if a Sim attempts to bathe a cat, the cat will claw the Sim and run off. This badly harms the relationship between the cat and the Sim, and gives the Sim the negative Cat Scratch moodlet, which lasts a whole day. Keep your cats well brushed, keep them inside when possible, and never let a flea infestation happen. As long as your cats don't get fleas, you can avoid bathing them.

Customize Collar And Coats



This option takes the cat into a modified version of Create a Sim where you can change the cat's accessories, or alter fur shape, or fur color, or tail.

Change your cat's collar, coat color, fur shape, or tail through the Customize Collar and Coat option.

Guard

Like dogs can, cats can guard certain objects or the whole house. Cats can choose to do this, or Sims child and older can direct their cats to guard the house. Cats can guard the same objects dogs can: Pet bed, Pet house, Pet bowl, Harvestable plants, Cat condo, Parked car.

If non-household or low-LTR Sims or pets try to approach the guarded object, the cat will hiss. Sim generally back away from a guard cat, and Coward Sims will flee.

Burglars are actually more likely to try robbing the home, which is fun because even cats have a pretty good chance of catching the Burglar in the act! Genius pets can sense the Burglar from farther away, while Clueless pets have a harder time noticing him unless he's right nearby. Aggressive pets always catch the Burglar, while Lazy pets often fall asleep and don't notice!

If a guard cat detects a Burglar, the cat runs to the bad guy and hisses ferociously. This wakes the household Sims, who automatically call the cops. The Burglar might freak out, run away, or ignore the cat and steal something anyway. Otherwise the cops come, and that's one less malefactor in Appaloosa Plains, thanks to the valiant guard kitty.

Tip

As you might guess, Aggressive and Loyal pets make better guard animals than Lazy or Clueless ones.

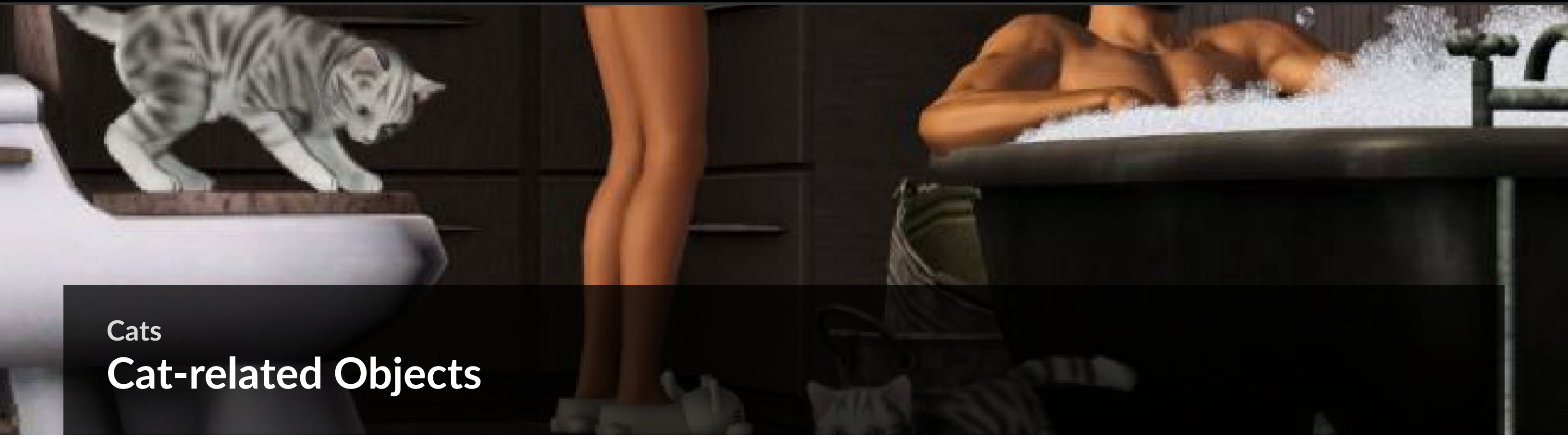
Hunting Interactions

Once a cat has leaned Hunting skill, a Hunting option appears when a Sim clicks on the cat. Sims can ask the cat to Go Catch Something, or Go Catch a specific prey type. Genius cats are more likely to understand the prey type being requested, while Clueless cats are less likely. With either of these interactions, the cat will present the hunt result to the Sim.

Other Cat Interactions

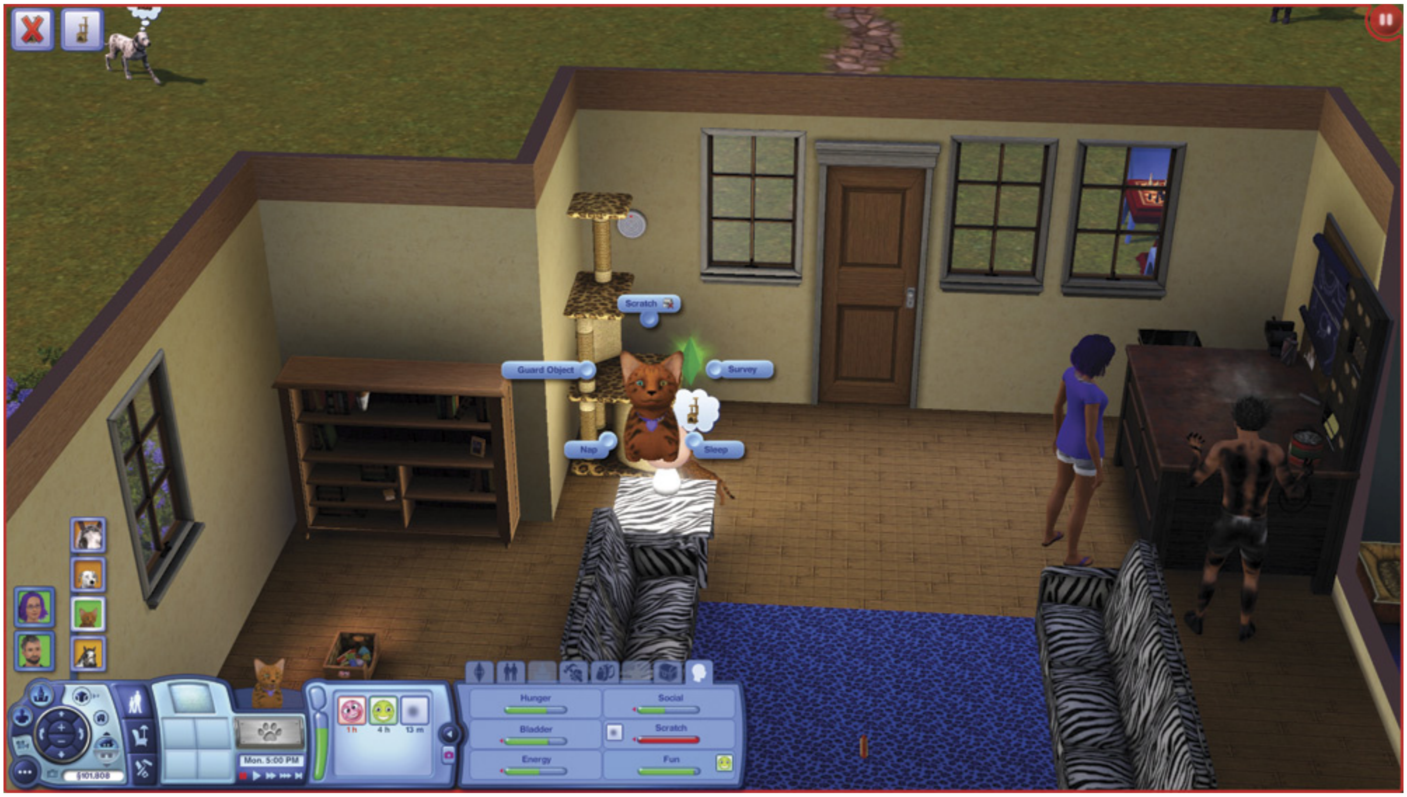
Cats have a few other self-directed interactions, such as Run Around and Pee. They can also sniff or beg from Sims, chase them in a friendly or mean way, follow them, have fun with them, or ask to be petted or brushed. Cats can also pounce on other cats or kittens in either a mean or playful way. When done playfully, pounce builds Fun, LTR, and Social. Whether mean or playful, it builds Hunting skill.

See the New Socials chart in the New Simology chapter for full details of each social.



Cats

Cat-related Objects


Scratch
Guard Object
Survey
Nap
Sleep
Hunger
Social
Bladder
Scratch
Energy
Fun
Mon. 5:00 PM
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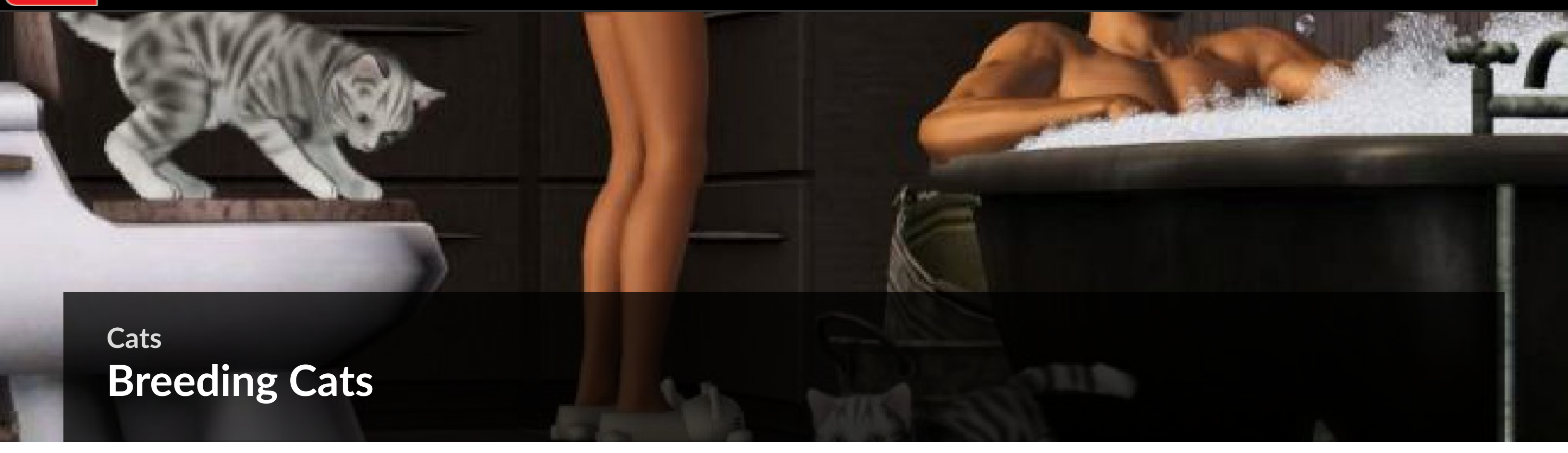
We discussed food dishes under Hunger, litter boxes under Bladder, and scratching posts under Scratch, but several more objects are fun to have in a cat-friendly household.

The Classy Cat Condo is not only a scratching post, it's also a vantage point from which to survey the surroundings. Cats can also nap or sleep on or in it.

The Kitty Bag is a fish-shaped sack that gives your cats a couple of fun interactions. The interactions actually vary by the cat's traits. An adventurous cat sees it as a place to explore, while a less-adventurous cat sees it as a place to hide.

Wall dancers are toys that stick to the wall, with a protruding spring topped with a bird or bunch of feathers. Cats just can't resist batting this around. It builds Fun and encourages the cat toward the Playful trait.



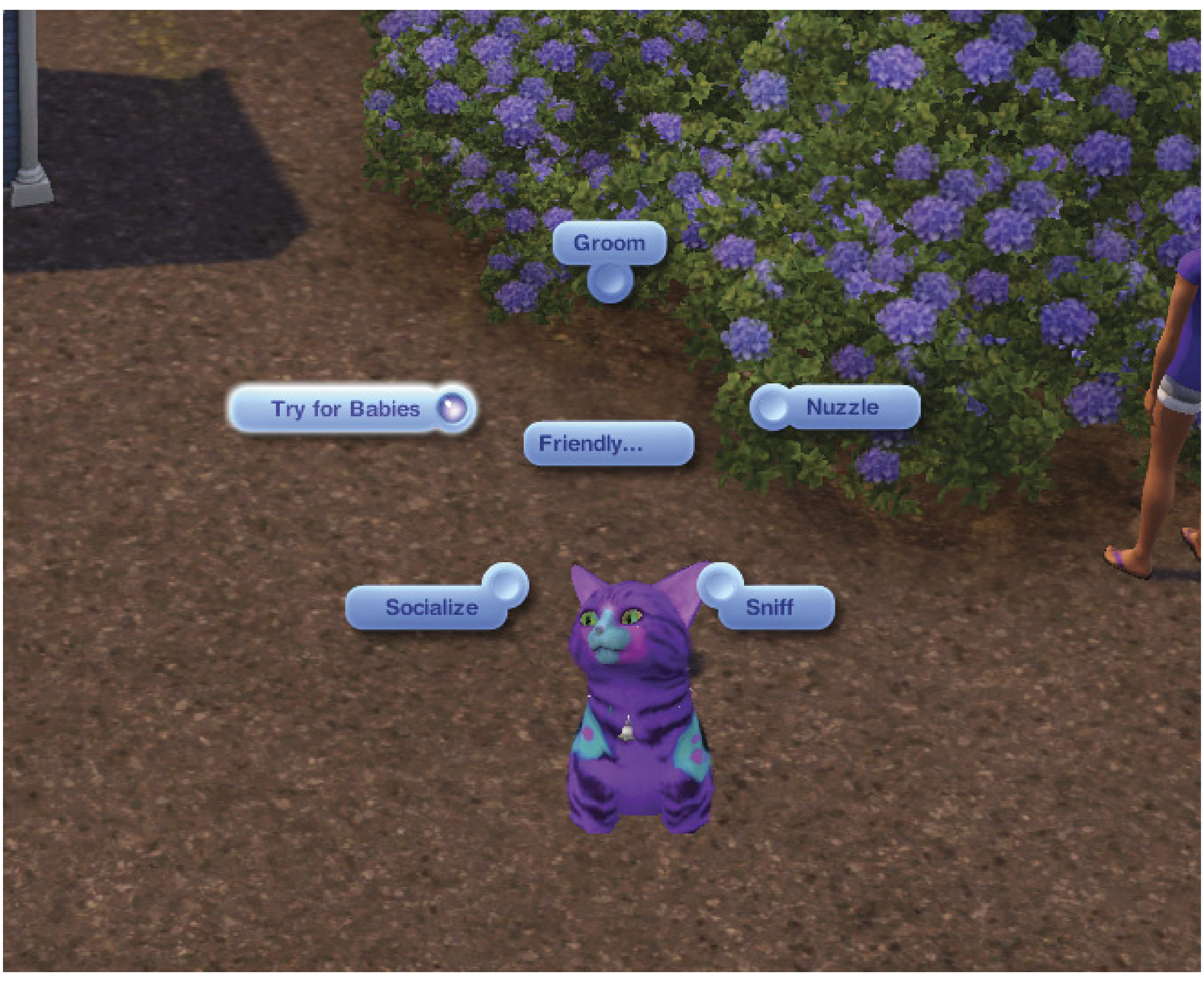
Cats

Breeding Cats

Fortunately, cats never accidently have kittens. You have to deliberately breed your cats before they'll have a litter. And you won't even see the Try for Babies interaction unless you have a doghouse on your lot. Yep, that's right, a doghouse. Technically it's a pet house. Cat's don't get their own private parlors of amour. They use a doghouse, just like dogs do. Preferably one dogs haven't used! Ick!

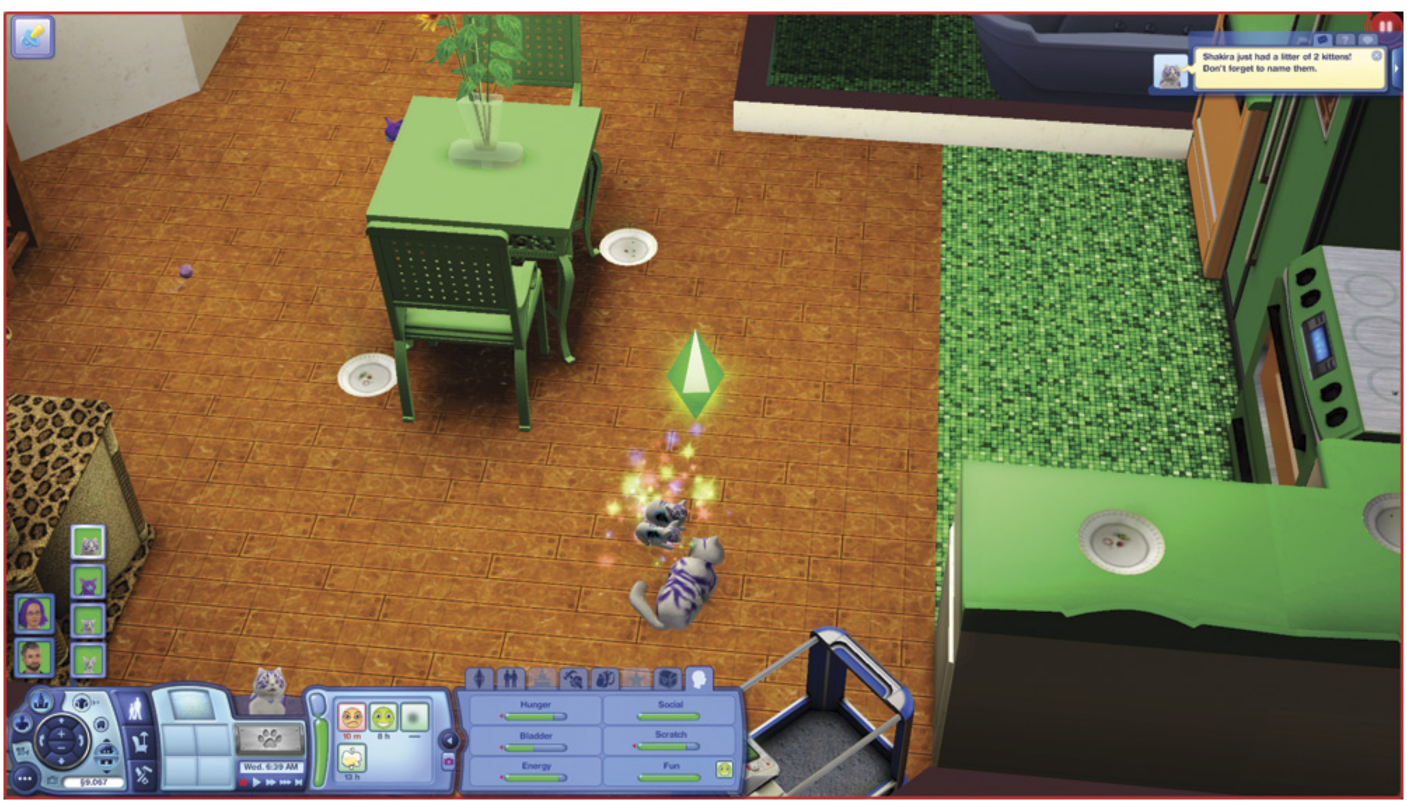
Note

Unlike horses, dogs and cats can't be sold. So there's no financial reason to raise cats. But kittens are so cute!



When a daddy cat and a mommy cat love each other very much...

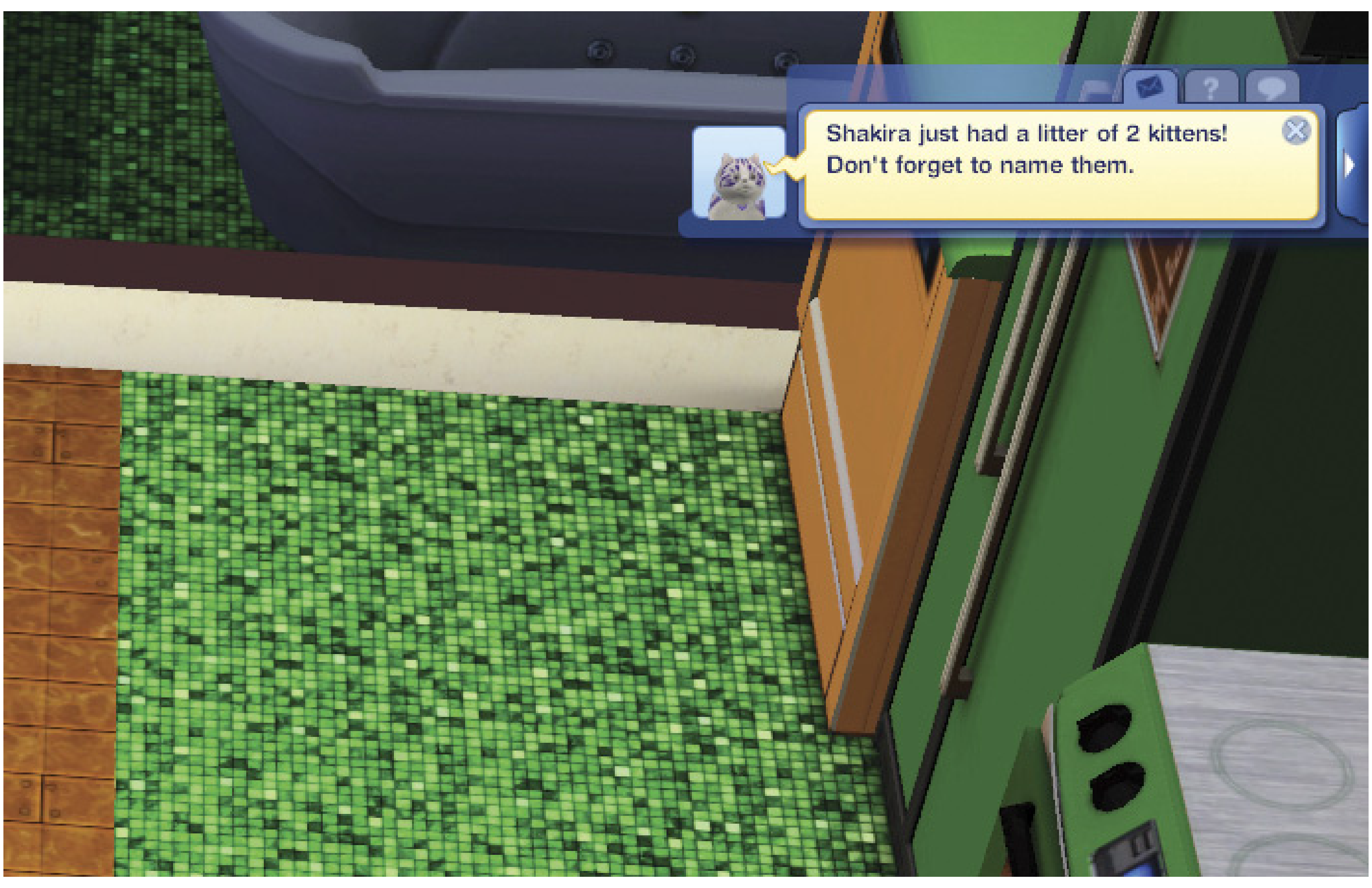
Like dogs, cats retire to the privacy of the pet house to conduct their courtship. When they emerge, the female cat has a chance to be pregnant. If so, you get a message telling you to prepare for kittens.



Like other pets, cats don't make a huge fuss about it. They just pop out a few kittens in a sparkly flourish. You then get an opportunity to name the kittens.

Note

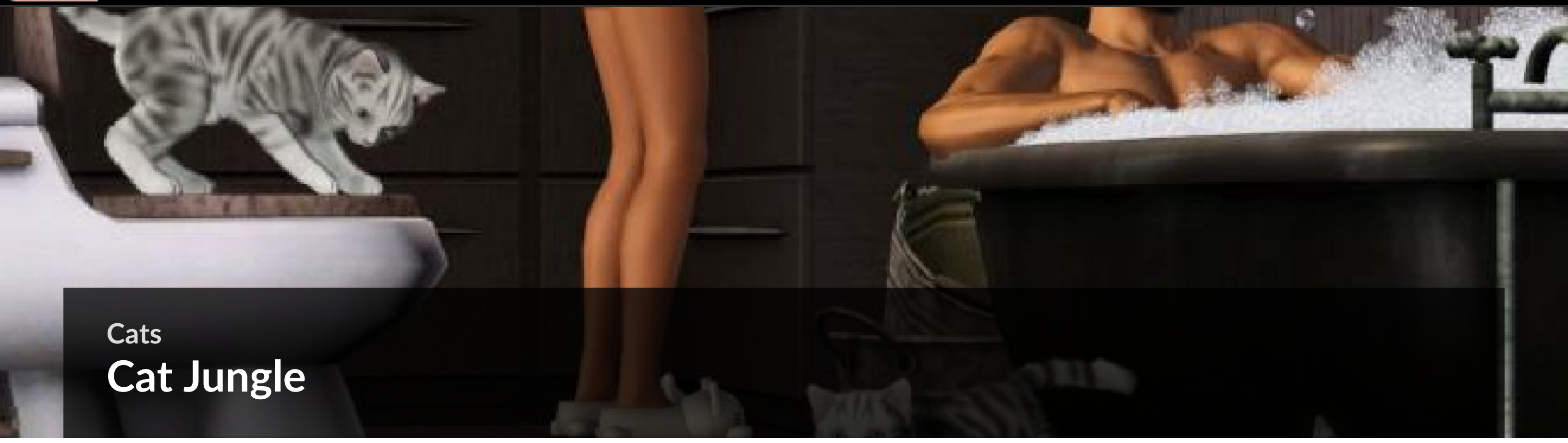
Don't worry if you change your mind. You can always rename an animal later.



Shakira just had a litter of 2 kittens!
Don't forget to name them.

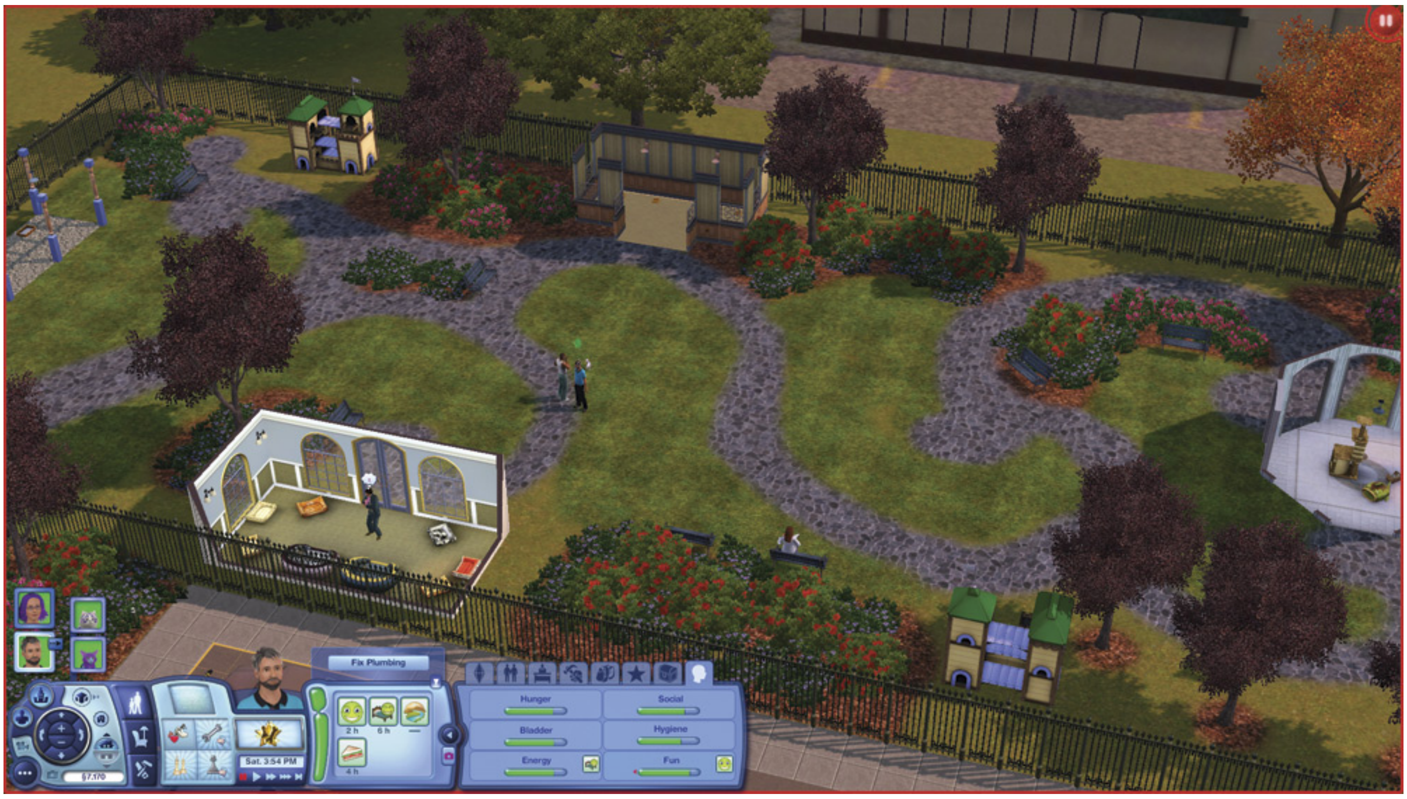
Shakira and Simba have two new babies! Awww, they're so cute. They have their mother's stripes and their father's markings. Kittens might also inherit skills from their parents or grandparents. You can keep your cat's kittens, or put them up for adoption. The Social Workers assure you that good homes will be found for them.

Kittens start eating solid food right away, so be ready to fill those food bowls even more often.



Cats

Cat Jungle



The Cat Jungle is a special park for cats. It features outdoor walkways and landscaping, and indoor play areas that are well equipped with toys, food bowls, beds, and wall dancers. A couple of cat jungle gyms dot the grounds, and there's a spectacular litter box pavilion.

This is a great place to bring your cats to socialize with other cats. Sims can enjoy the company of other cat lovers. Because you can be pretty sure folks here are feline enthusiasts, don't be afraid to open a conversation with the Talk about Cats or Enthuse About Cats socials. This will start the relationship off on the right paw.

Recipe for Cat Happiness

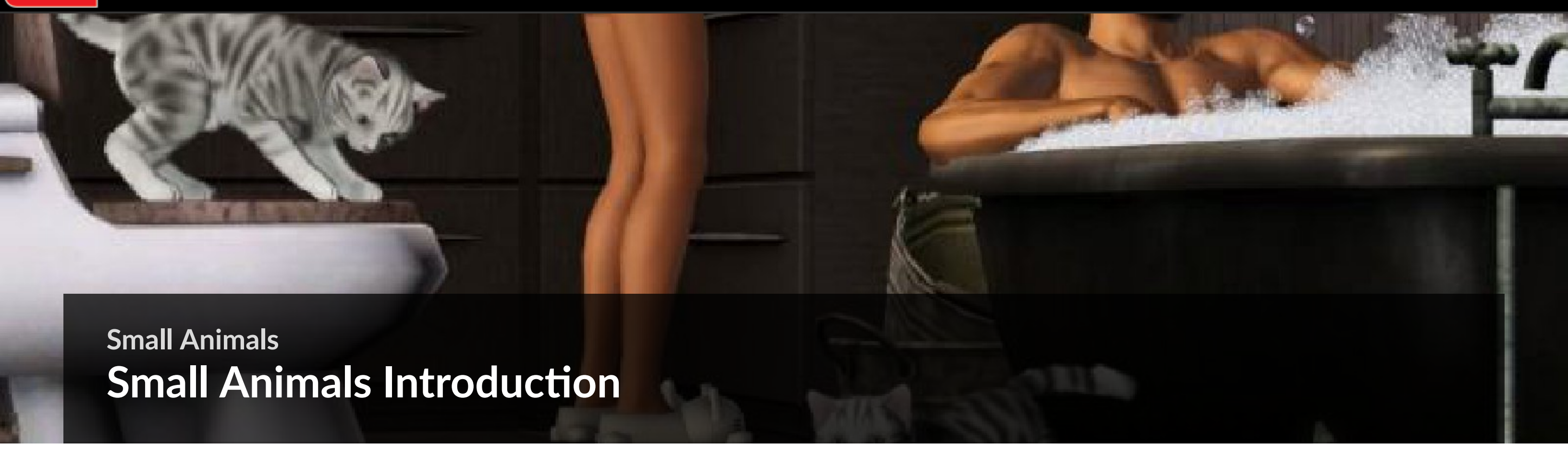
As soon as you can, buy the Litter Box of the Future object. Lasers! Pew pew! Cats (and their Sims) are happier when the litter box is always clean.

Keep plenty of toys around so cats can amuse themselves. Buy the Pet Toy Crate item so cats can practice hunting. Also consider placing wall dancers, cat condos, and the cat jungle gym around the lot.

Feed your cat gourmet pet food. This helps your pet live longer.

Brush cats regularly to give them the positive Brushed moodlet, and to reduce the likelihood of hairballs.

Direct your Sims to give their cats lots of attention. That's why cats have Sims, right?

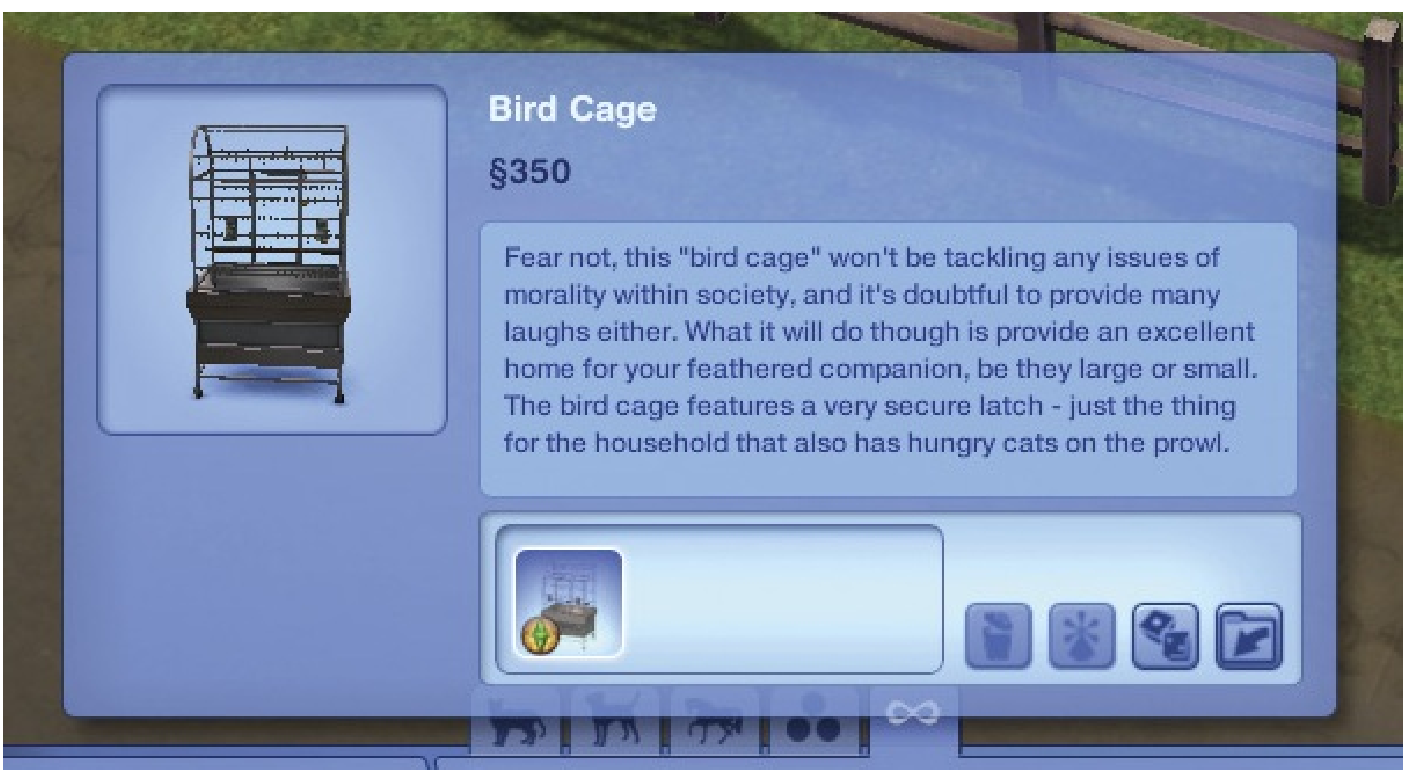


Small Animals Introduction

Small animals are caged pets like reptiles, birds, or rodents. This category also includes a few odd "pets" like pet stones and the ant farm object. Small animals are not considered full household members, they're not playable characters, and they don't have any Petology. They're really more like objects with some fun new interactions.

Small pets make good starter pets, or pets for people who don't have a lot of space to keep larger animals. Small animal pets also require a lot less care, so they're ideal for busy Sims. Or maybe this is a child's chance to prove to her parents that she really is responsible enough to have a pet, pleeeeeeeeease!

To start out with a small animal pet, your Sim must first purchase an appropriate habitat from Buy Mode. There are six different habitats:

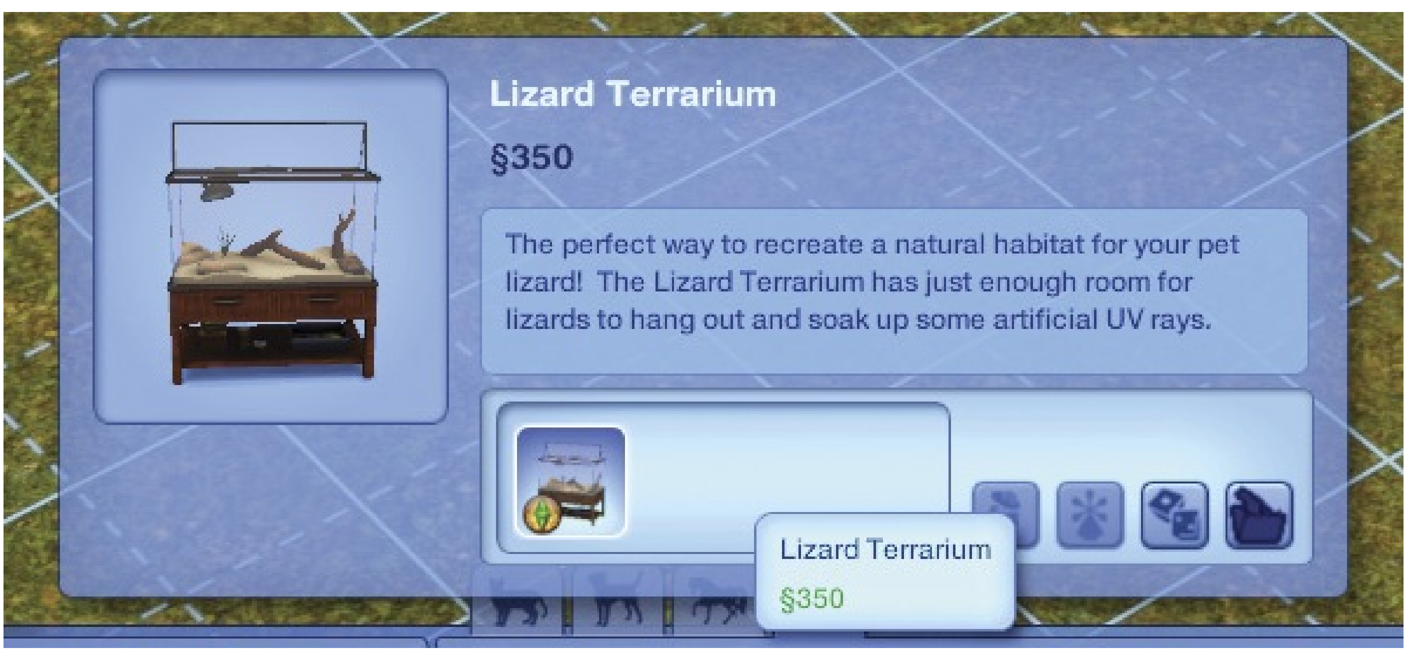


Bird Cage

§350

Fear not, this "bird cage" won't be tackling any issues of morality within society, and it's doubtful to provide many laughs either. What it will do though is provide an excellent home for your feathered companion, be they large or small. The bird cage features a very secure latch - just the thing for the household that also has hungry cats on the prowl.

Bird Cage



Lizard Terrarium

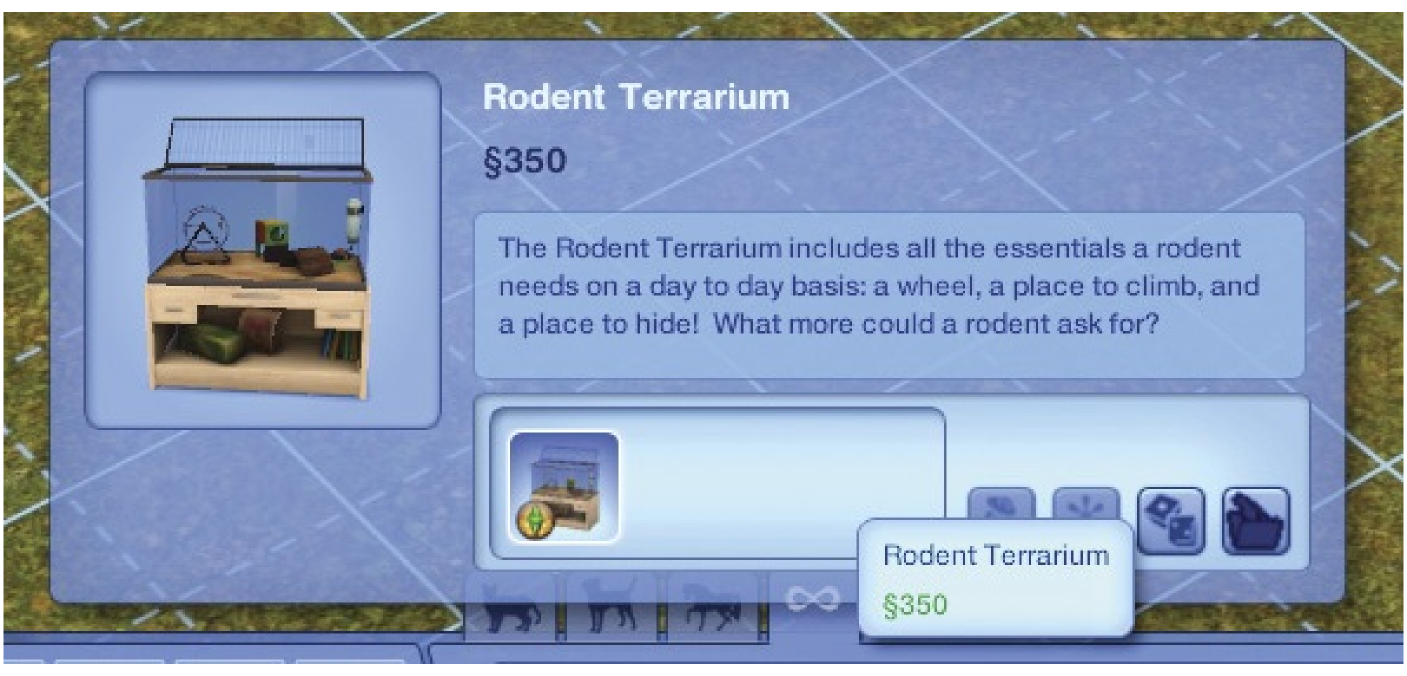
§350

The perfect way to recreate a natural habitat for your pet lizard! The Lizard Terrarium has just enough room for lizards to hang out and soak up some artificial UV rays.

Lizard Terrarium

§350

Lizard Terrarium



Rodent Terrarium

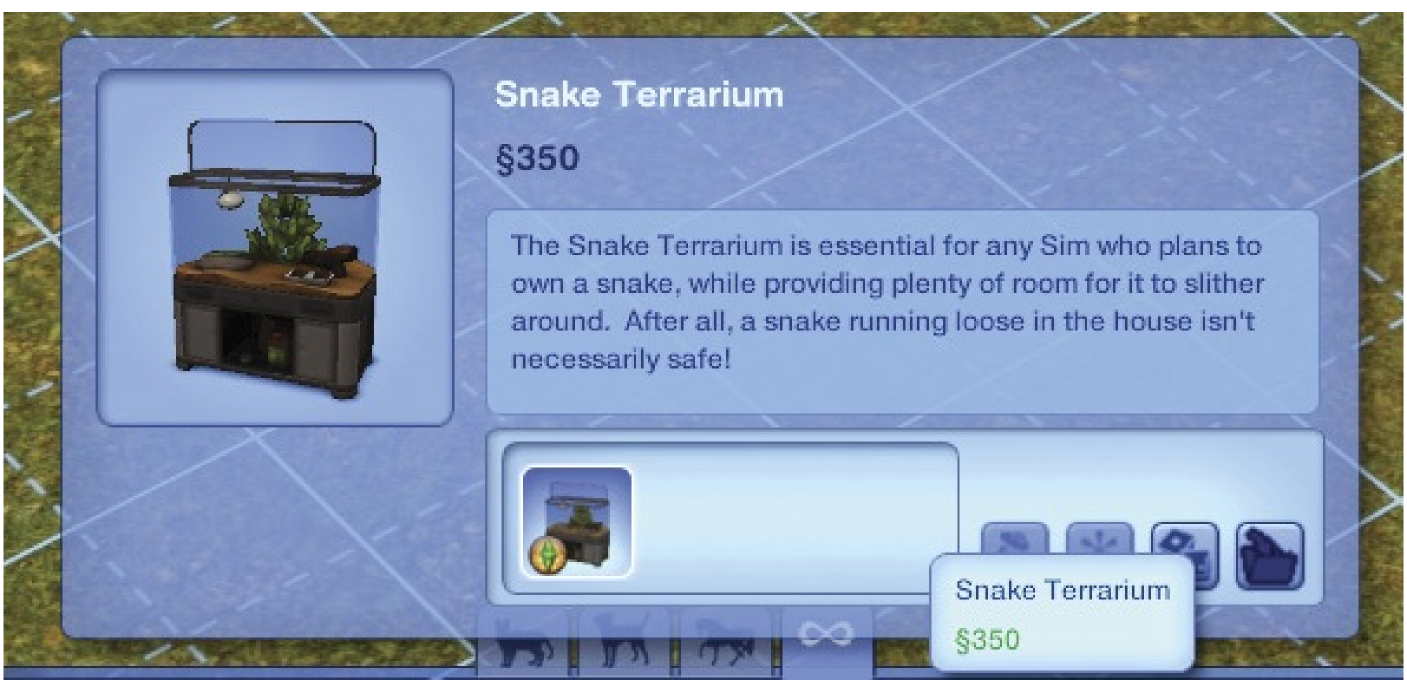
§350

The Rodent Terrarium includes all the essentials a rodent needs on a day to day basis: a wheel, a place to climb, and a place to hide! What more could a rodent ask for?

Rodent Terrarium

§350

Rodent Terrarium



Snake Terrarium

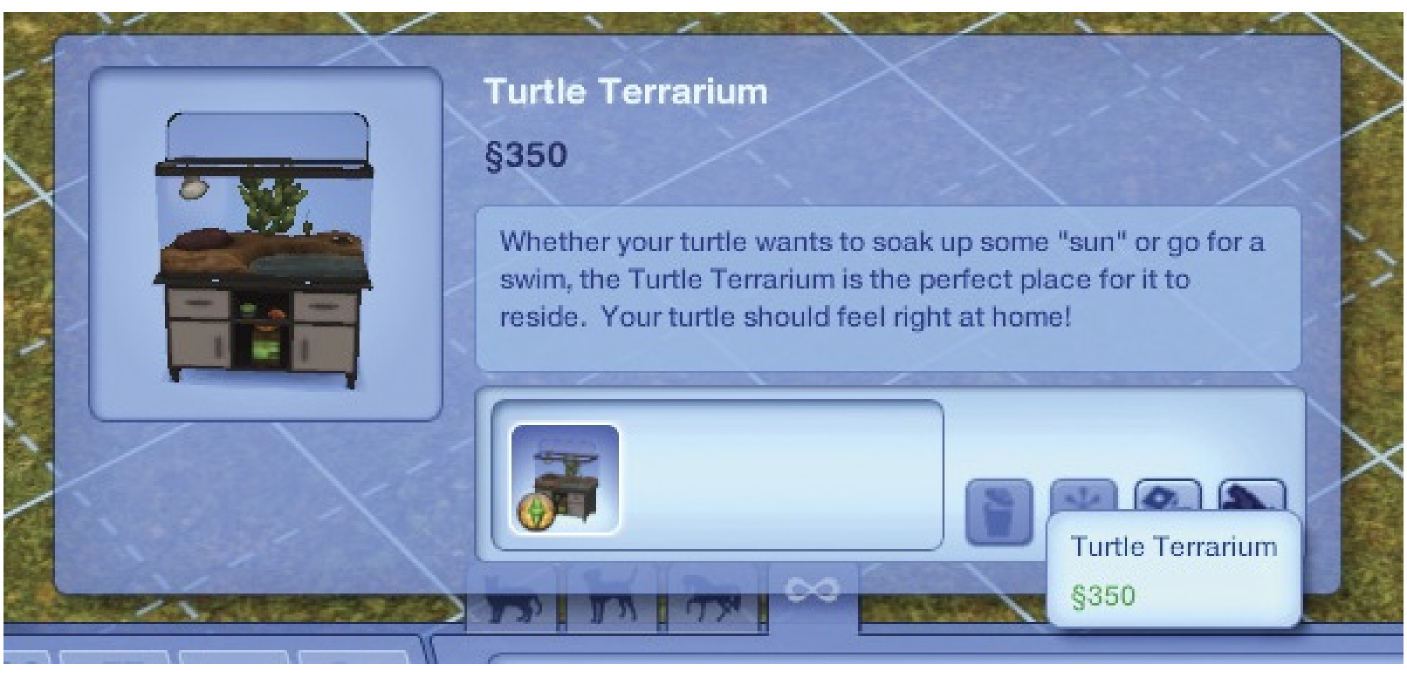
§350

The Snake Terrarium is essential for any Sim who plans to own a snake, while providing plenty of room for it to slither around. After all, a snake running loose in the house isn't necessarily safe!

Snake Terrarium

§350

Snake Terrarium



Turtle Terrarium

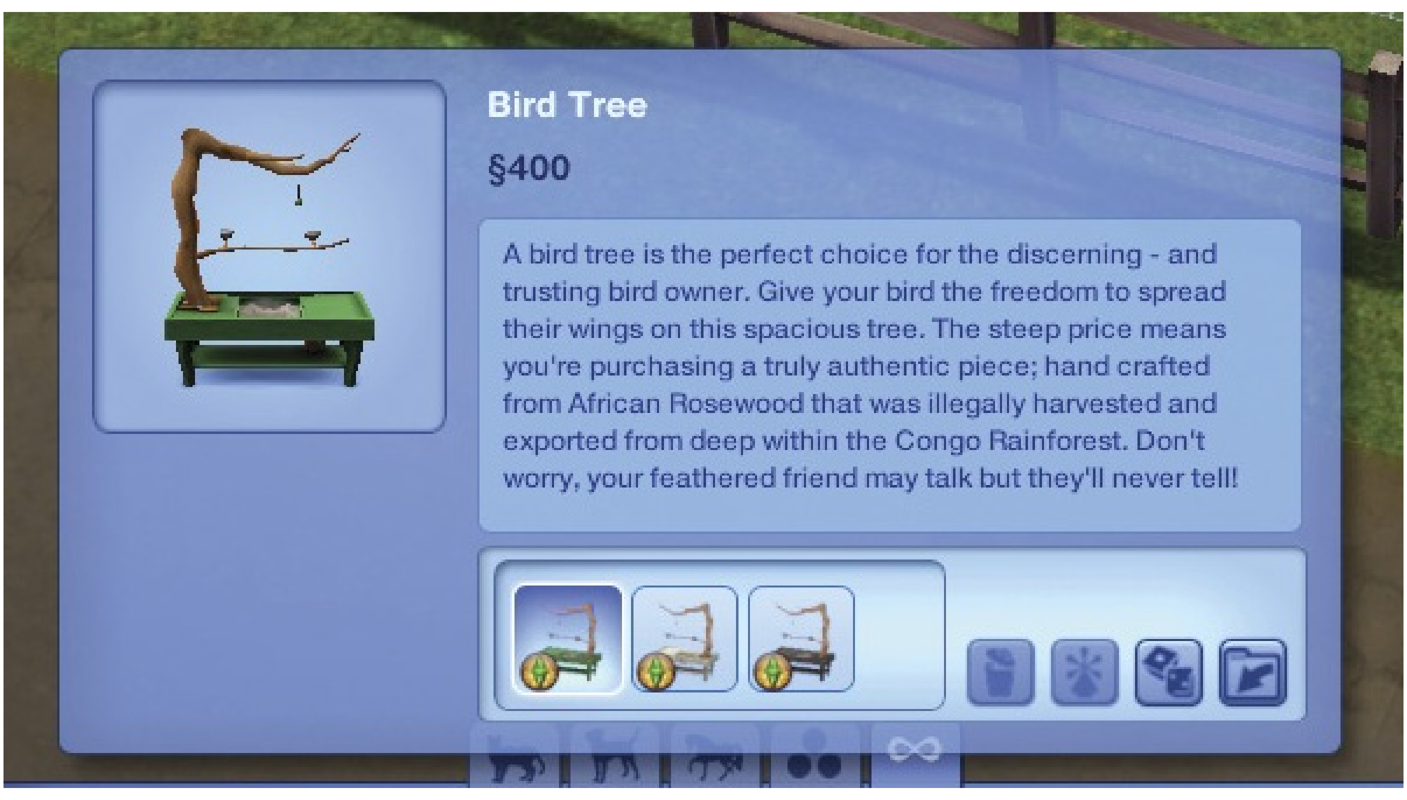
§350

Whether your turtle wants to soak up some "sun" or go for a swim, the Turtle Terrarium is the perfect place for it to reside. Your turtle should feel right at home!

Turtle Terrarium

§350

Turtle Terrarium

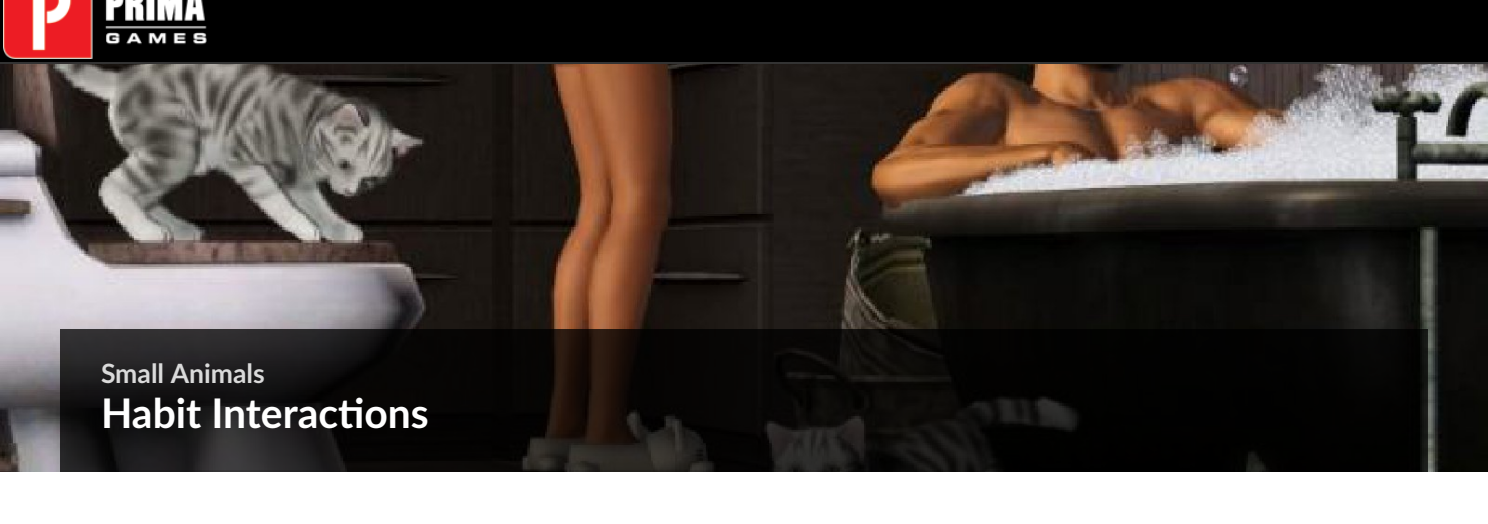


Bird Tree

§400

A bird tree is the perfect choice for the discerning - and trusting bird owner. Give your bird the freedom to spread their wings on this spacious tree. The steep price means you're purchasing a truly authentic piece; hand crafted from African Rosewood that was illegally harvested and exported from deep within the Congo Rainforest. Don't worry, your feathered friend may talk but they'll never tell!

Bird Tree



Small Animals

Habit Interactions

All these habitats work the same way. You buy the object, place it on your lot, then click the object to access the various options. Each habitat has a Stock interaction. Use this interaction to fill your habitat with an appropriate creature.

Tip

Each habitat type offers several choices of animal to stock it with. You can only put one small animal in each habitat however, which pretty much precludes any breeding.

If you have dogs or cats in the household, you can command them to Guard the small animal habitat. This option appears as an interaction on the habitat itself. Once you've owned your small pet for a while, their cage will get dirty. Use the Clean interaction to clean their habitat.

Caution

You can take small animals out of their cages to play with them or carry then around. But don't forget to put them back! If you tuck them in your inventory instead of putting them away, they might escape! So much for that pet!

If small pets are well-cared for, which means being fed, played with, and carried regularly, they live a long time. If you neglect your small pet, it will die, making a nasty mess in your terrarium.

Note

When a pet animal dies, dogs and cats in the household may join the Sims in mourning it.

Some small animals can be caught in the wild. And if you release a pet animal, you could possibly find it again and be reunited. But don't count on that!

Tip

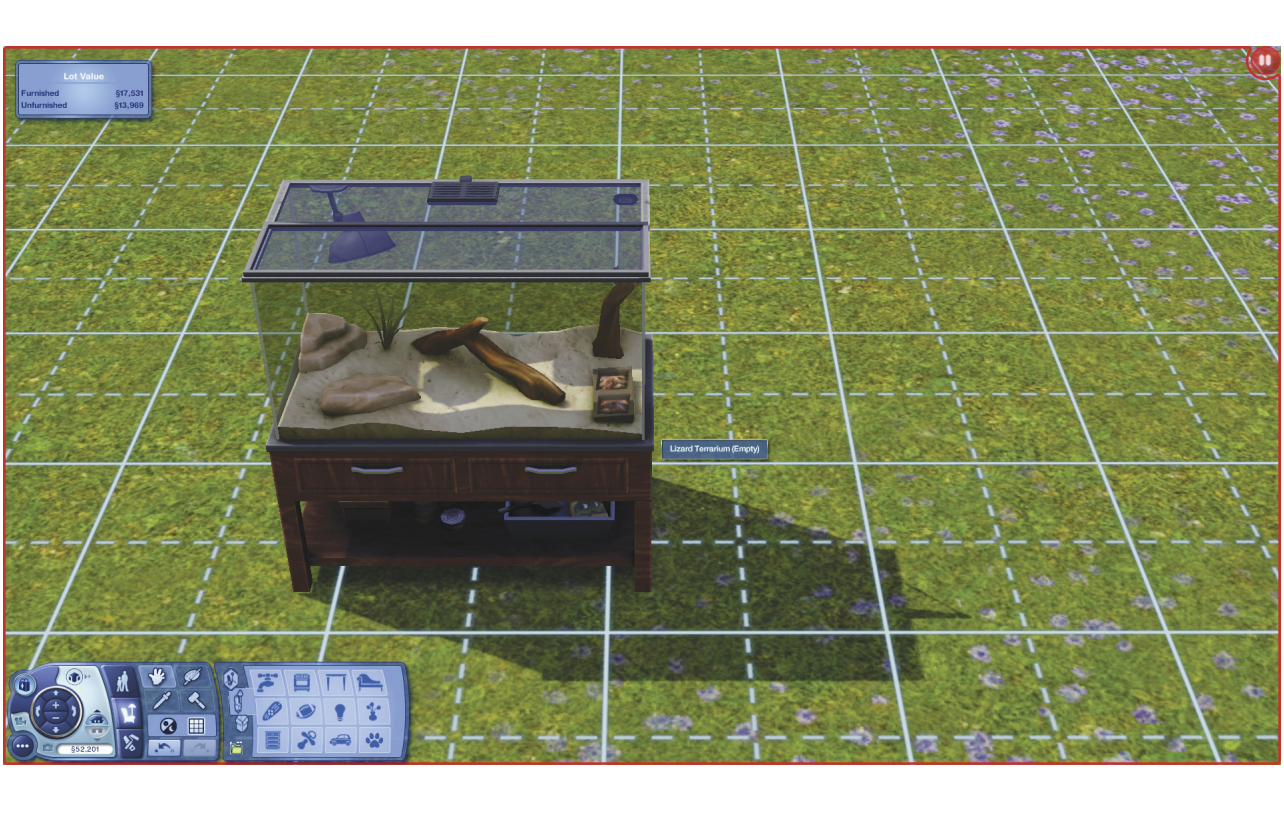
Small pets belonging to Sims with the Animal Expert Lifetime Reward are less likely to die.

Setting Pets Free—A Cautionary Tale

The world of *The Sims 3* is a significantly kinder world than our real one. In *The Sims 3* , freed pets live happy lives as wild animals, and are potentially caught in the wild to become pets again. In our real world, the situation is tragically different. Pets "set free into the wild" usually die quickly and horribly. Please remember that what happens in *The Sims 3: Pets* is a far cry from what happens in real life, and never, ever "set free" a real pet.

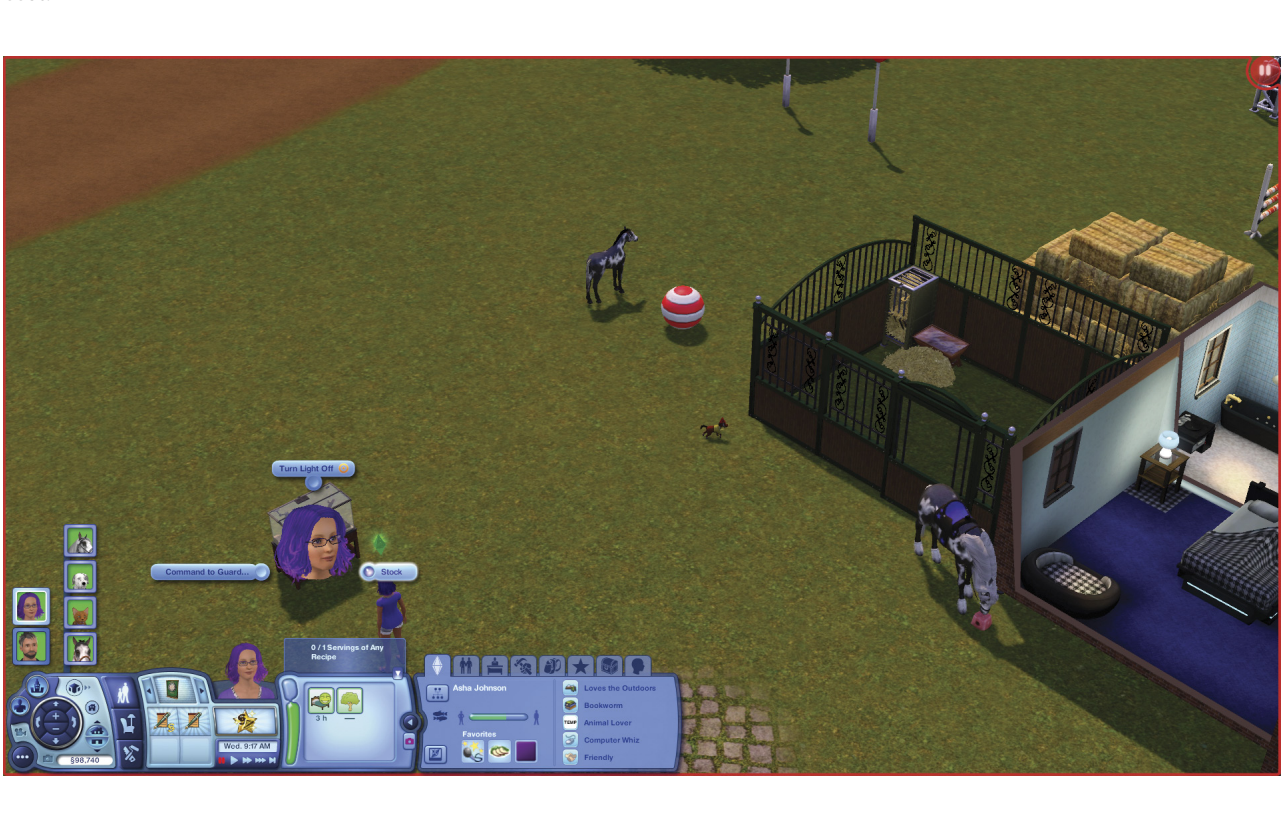
Reptiles

Lizards



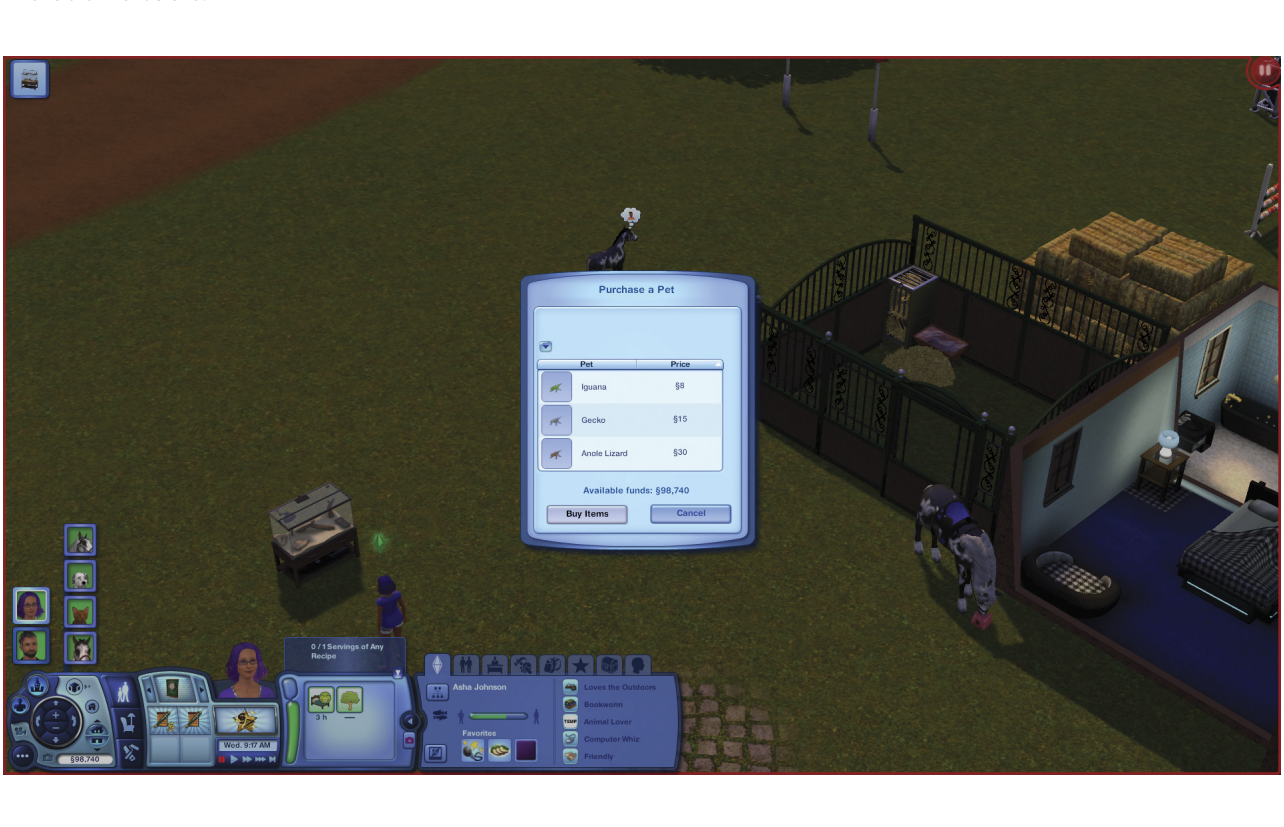
The Lizard Terrarium offers a secure glass-walled containter with a sandy bottom, a light for warmth and viewing, and a few sticks for your lizard to crawl around on. You can turn the light on and off, clean the cage, and fill the food dish.

When you select the Stock interaction, a window comes up showing the types of lizards you can purchase, and how much they cost.



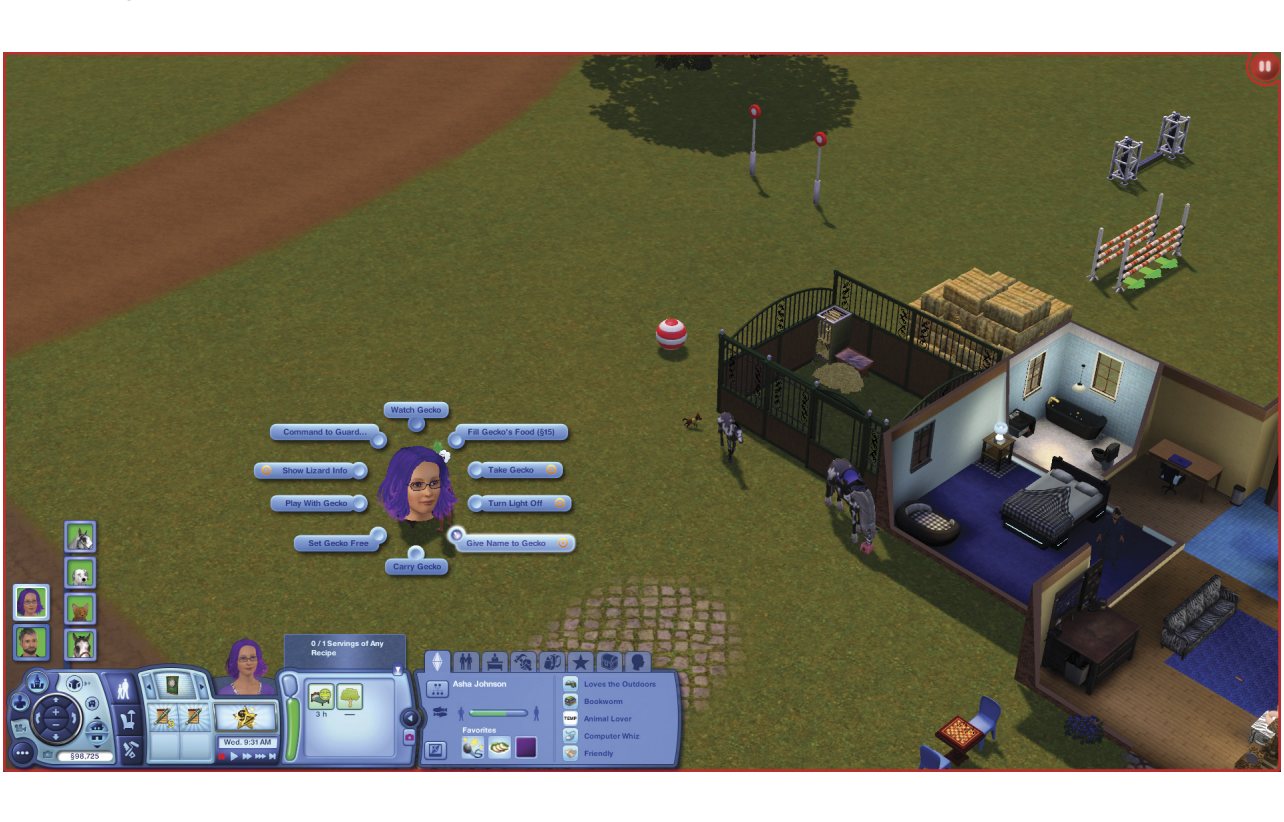
The Stock option on the Lizard Terrarium

Available lizards are:



Iguana: §8, Gecko: §15, Anole Lizard: §30.

Choose a pet species (I picked the Gecko), and it appears in the habitat. Once you've stocked your habitat, the terrarium offers the following interactions:

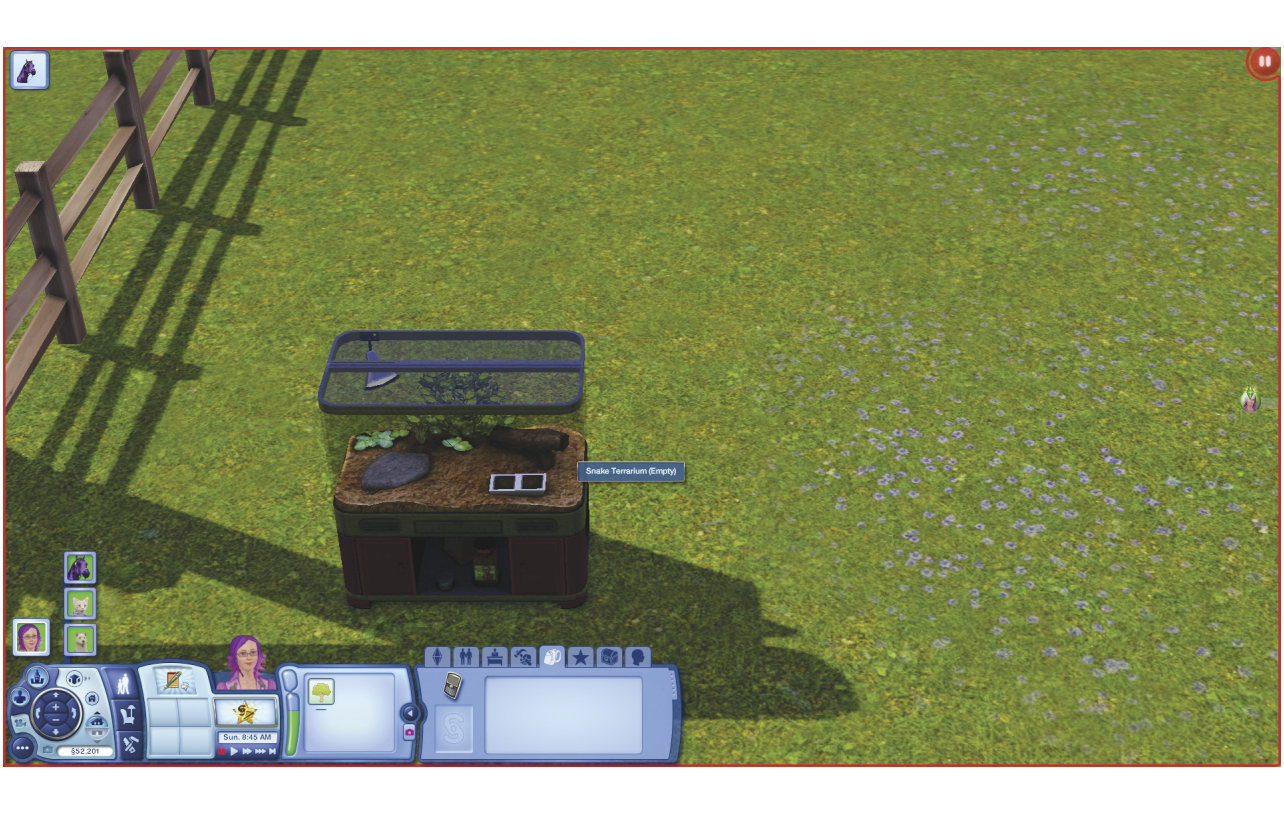


Watch Gecko, Fill Gecko's Food (§15), Take Gecko, Turn Light Off, Give Name to Gecko, Carry Gecko, Set Gecko Free, Play With Gecko, Show Lizard Info, Clean (if habitat is dirty), Command to Guard (if dogs or cats are present in the household).

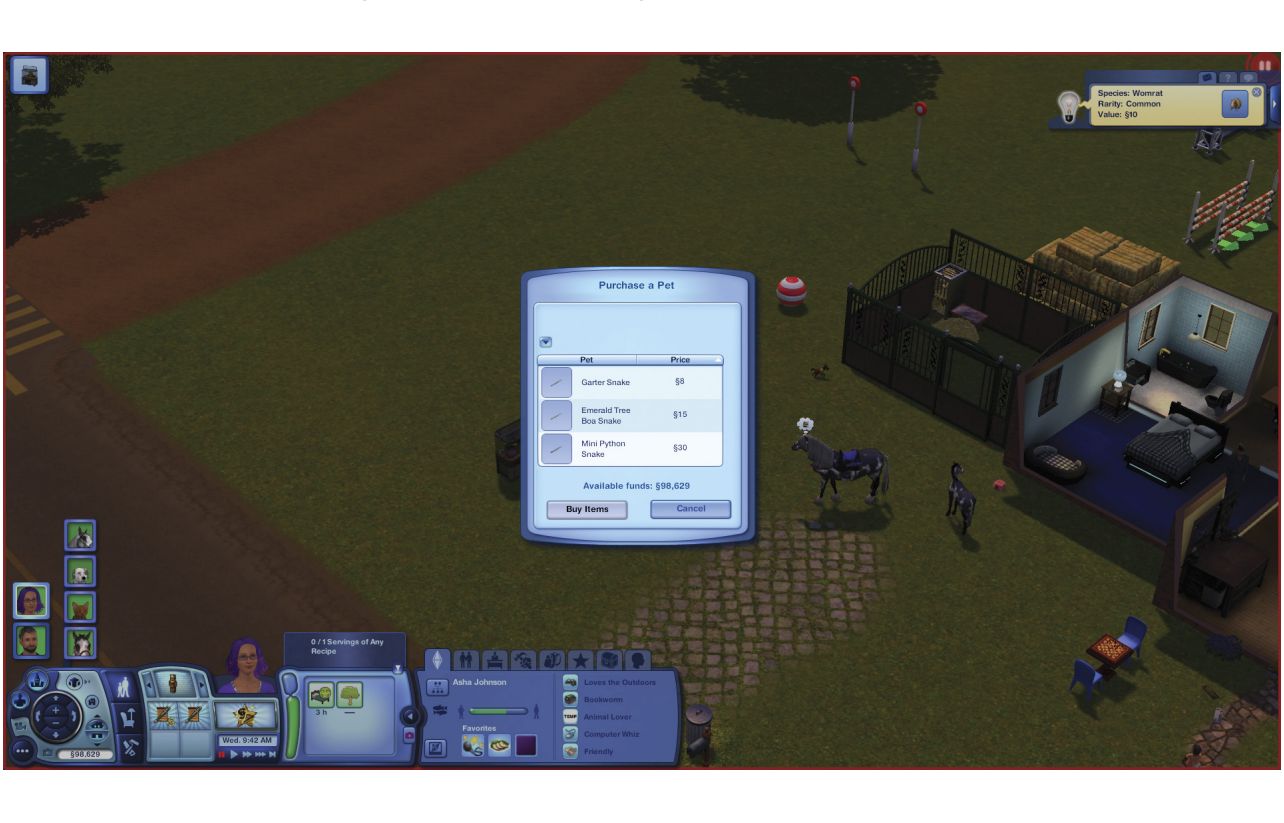
Note

After you name your pet, the pet's name appears in the interaction menu instead of the species.

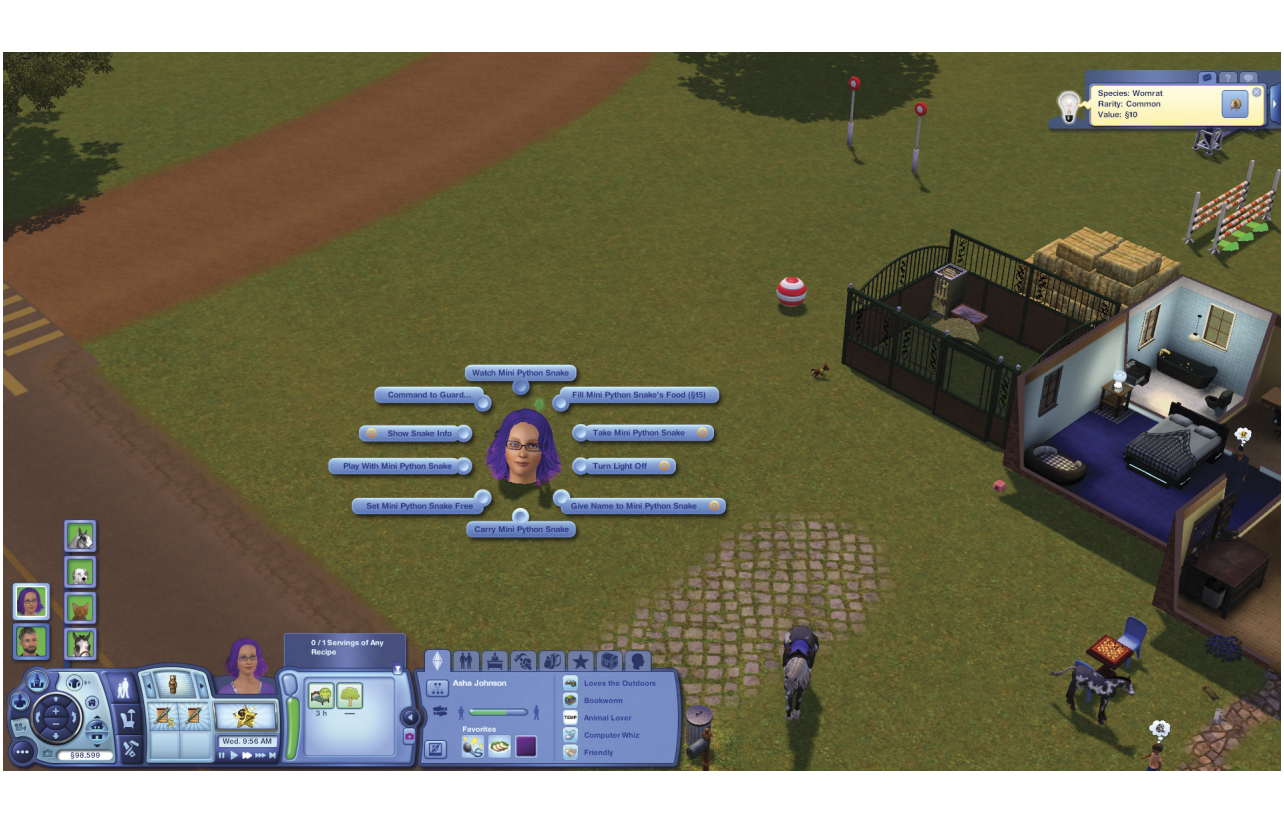
Snakes



The snake terrarium boasts a sandy bottom, a light for warmth and viewing, a plant, and a few rocks and sticks for your snake to slither over. You can clean the cage, add food, and turn the light on and off.



Snake choices are: Garter Snake: §8, Emerald Tree Boa Snake: §15, Mini Python Snake: §30.

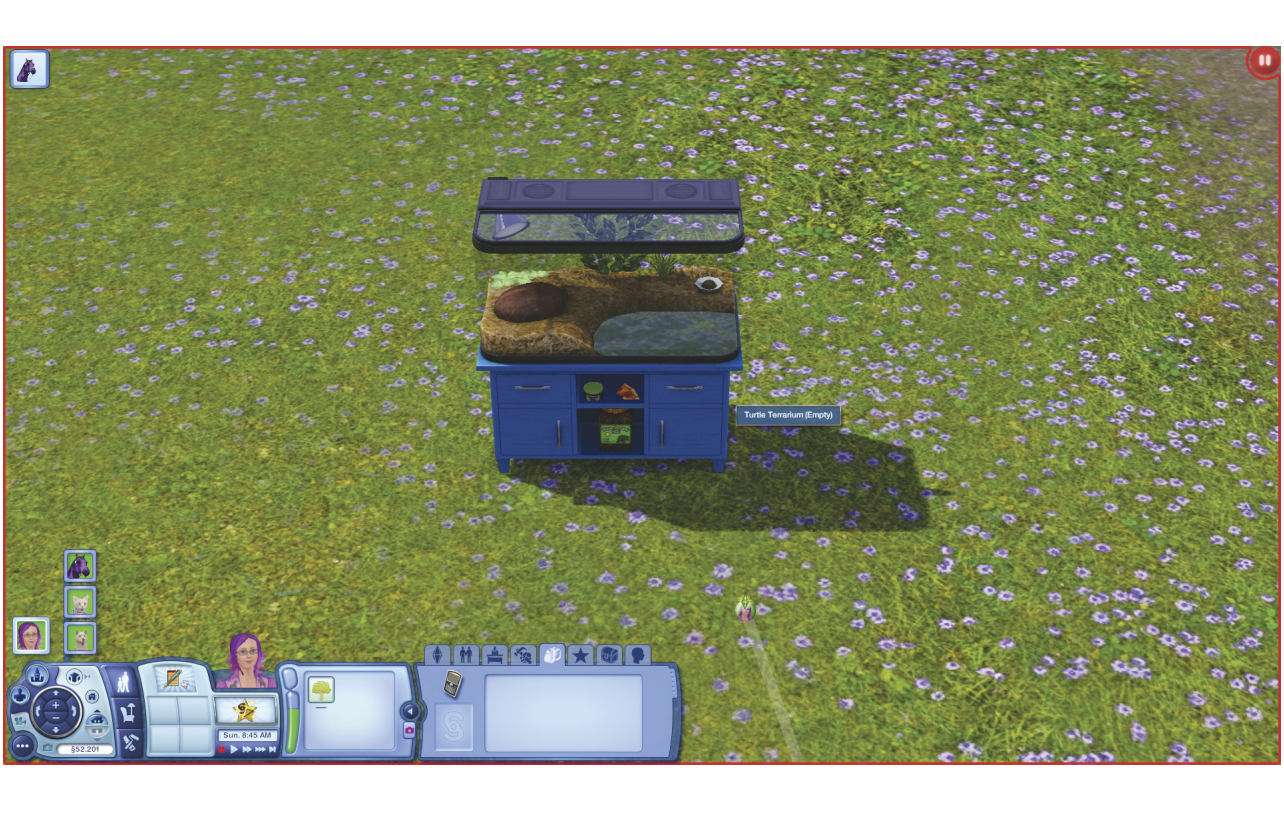


Once you've chosen a species to stock your habitat with (I chose the Mini Python Snake) you can: Watch Mini Python Snake, Fill Mini Python Snake's food (§15), Turn Light Off, Give Name to Mini Python Snake, Carry Mini Python Snake, Set Mini Python Snake Free, Play With Mini Python Snake, Show Snake Info, Clean (if habitat is dirty), Command to Guard (if dogs or cats are present in the household).

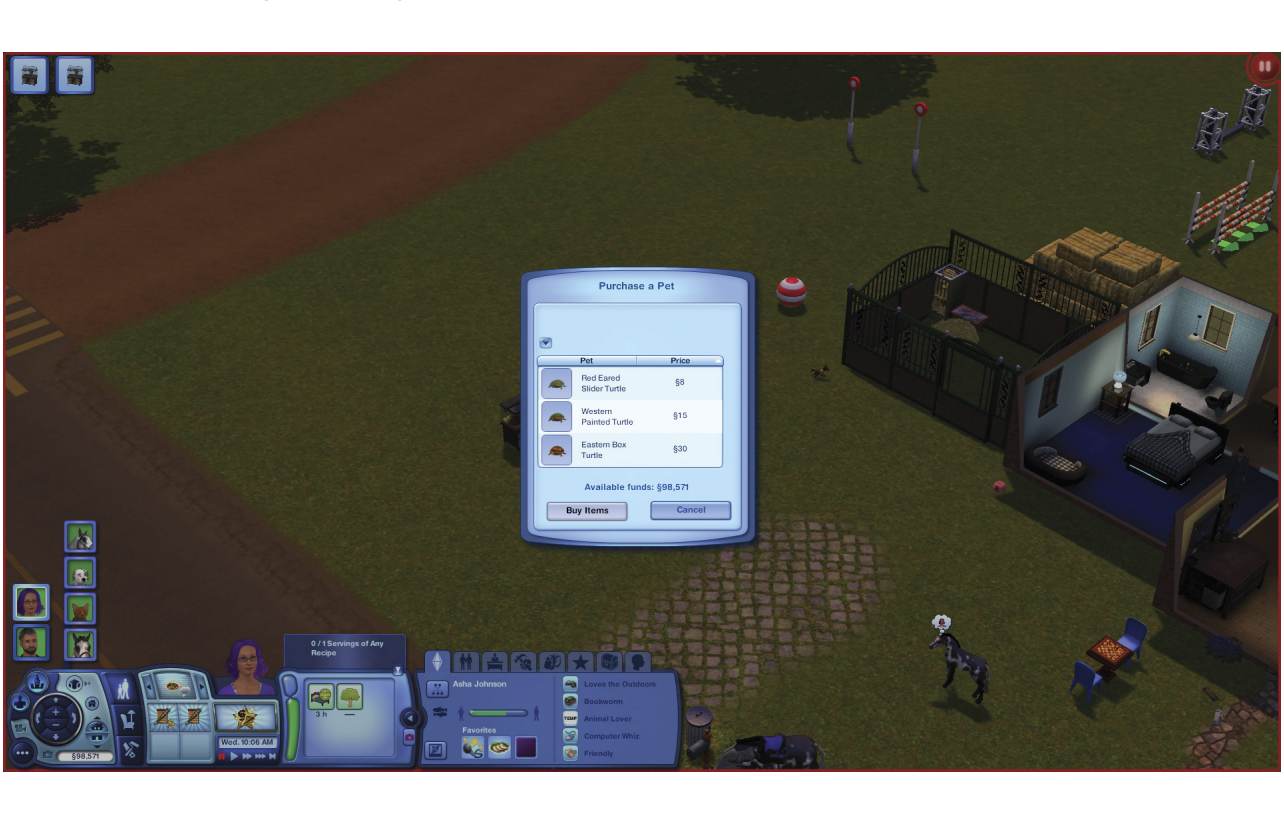
Note

Whenever your Sim feeds a small animal, the water dish is also automatically replenished.

Turtles

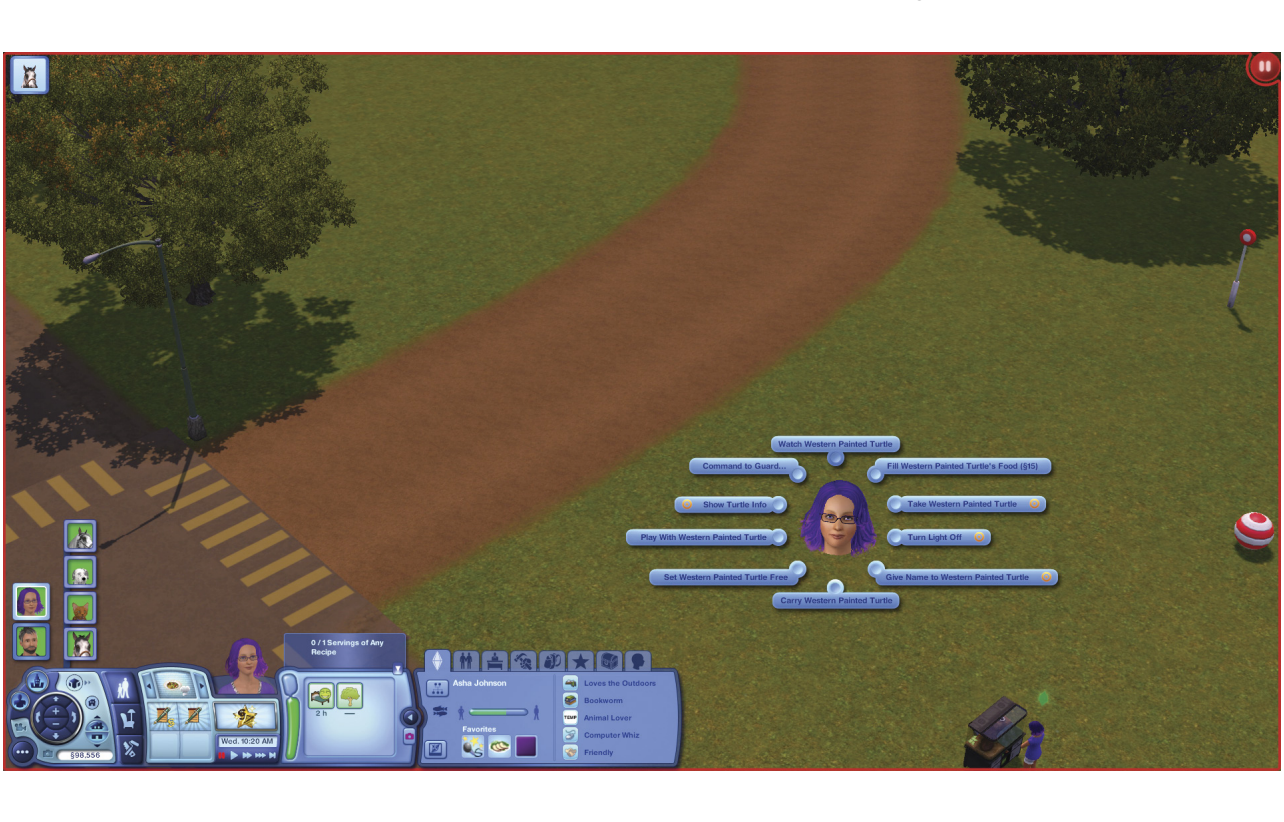


The Turtle Terrarium has a sandy bottom with a pond, a flat rock for sunning, a plant, a light for warmth and viewing, and a food dish. You can clean the cage, turn the light on and off, and fill the food dish.



Turtle choices are: Red Eared Slider Turtle: §8, Western Painted Turtle: §15, Eastern Box Turtle: §30

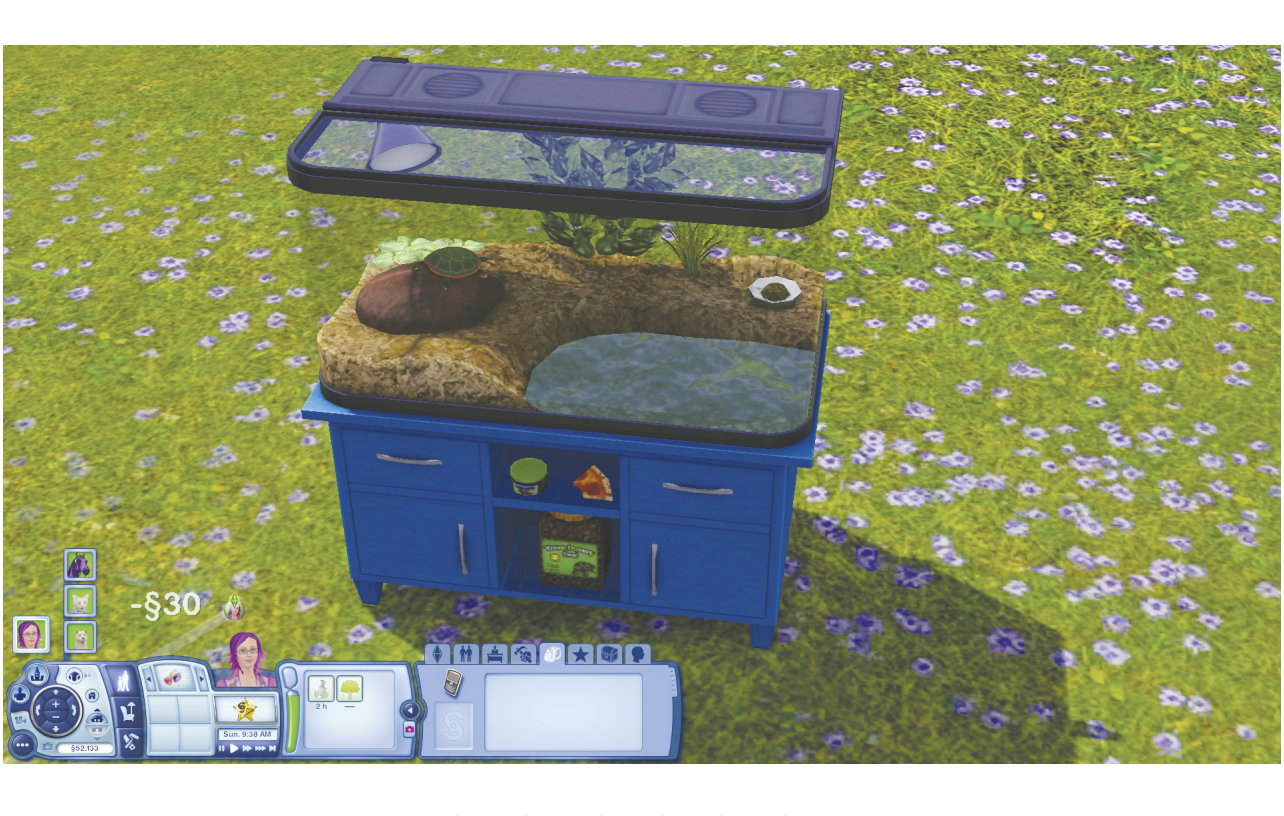
Once you've chosen your turtle (I chose the Western Painted Turtle), you have the following interactions available:



Watch Western Painted Turtle, Fill Western Painted Turtle's Food, Take Western Painted Turtle, Turn Light Off, Give Name to Western Painted Turtle, Carry Western Painted Turtle, Set Western Painted Turtle Free, Play With Western Painted Turtle, Show Turtle Info, Clean (if habitat is dirty), Command to Guard (if dogs or cats are present in the household).

Caution

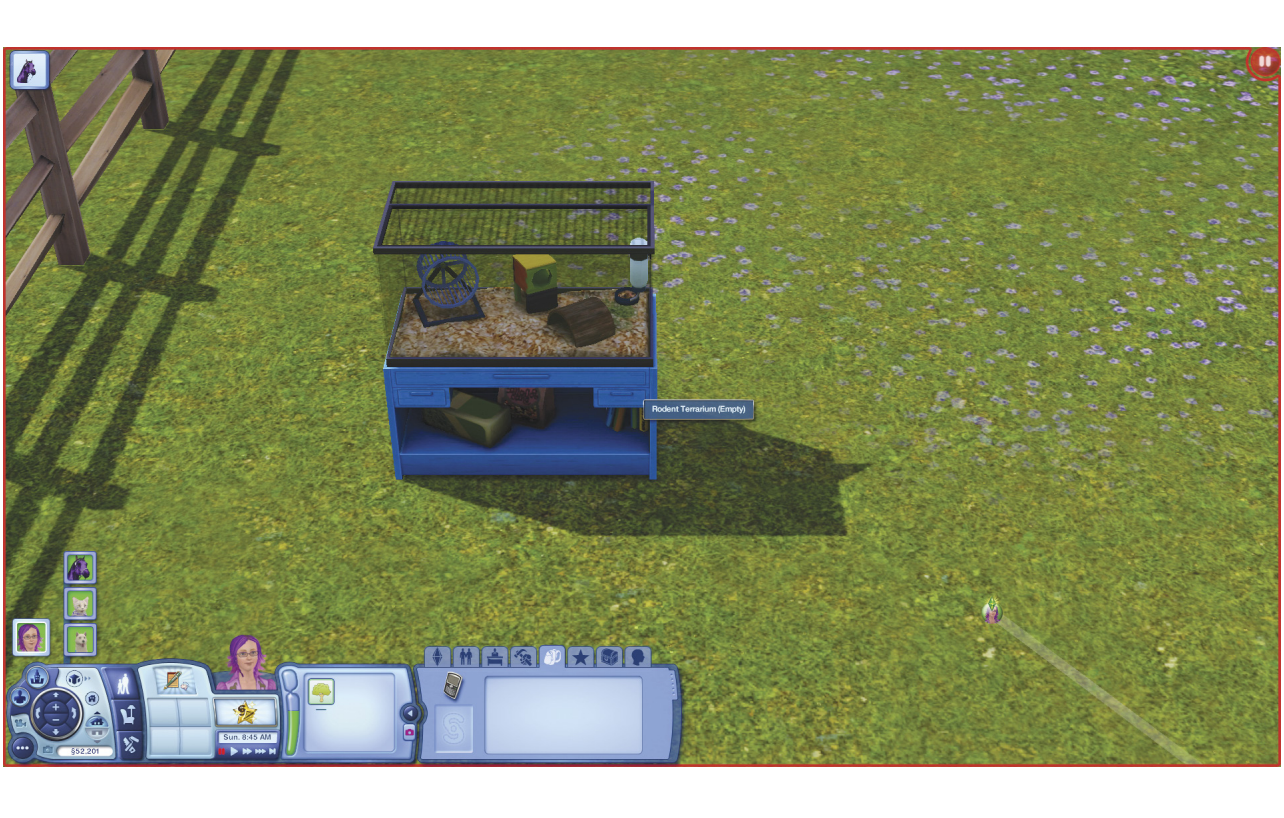
If small animal pets are hungry or tired, they may bite a Sim who tries to play with them.



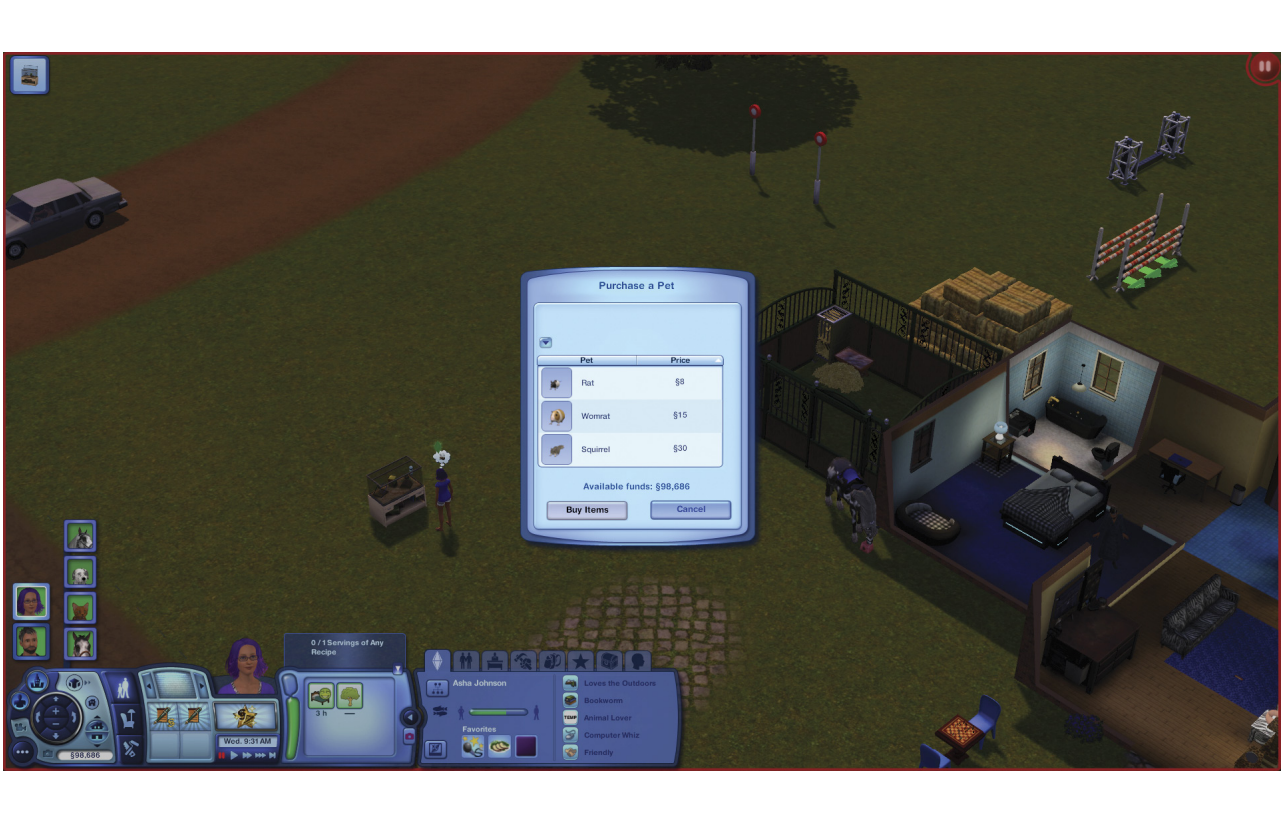
-§30

The turtle suns himself on the rock.

Rodents

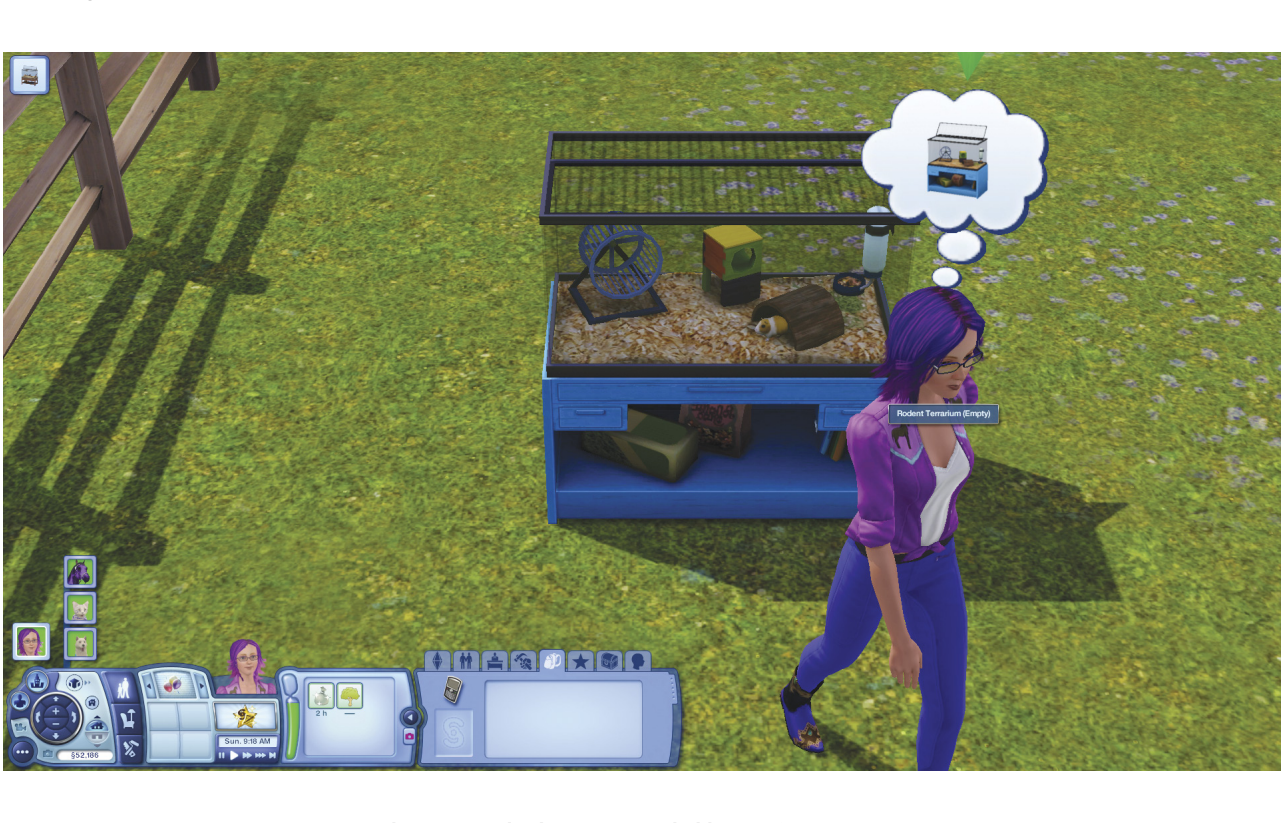


The Rodent Terrarium has wood shavings on the bottom, a food dish and water bottle, and a wheel for the pet to run in, and other toys to play with or hide in. When you choose the Stock interaction, you can choose:



Rat: §8, Womrat: §15, Squirrel: §30

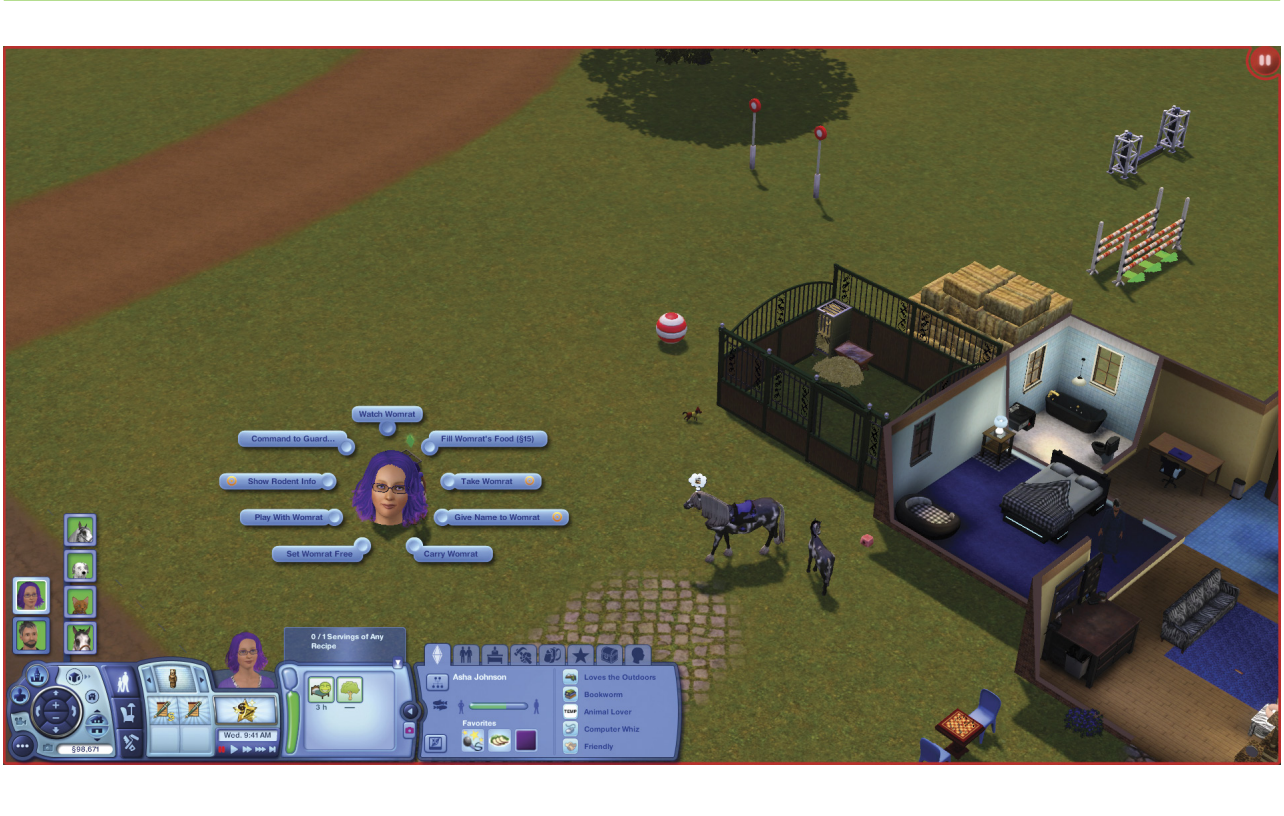
Once you've chosen a rodent species (I chose the Womrat, which looks suspiciously like a guinea pig), you gain access to the following interactions on the rodent habitat.



The womrat looks suspiciously like a guinea pig.

Tip

Longtime The Sims players will recognize the Womrat from The Sims 2: Pets.

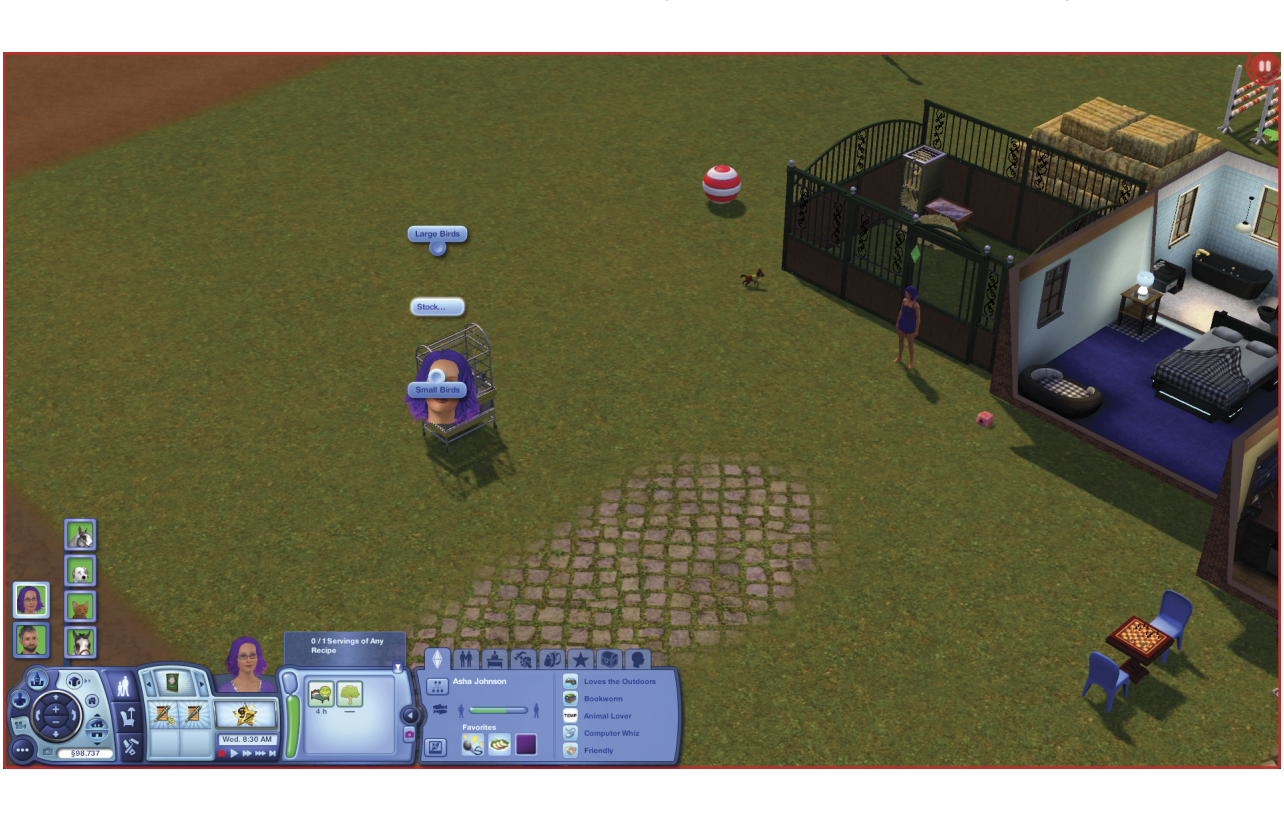


Watch Womrat, Fill Womrat's food (§15), Take Womrat, Give Name to Womrat, Carry Womrat, Set Womrat Free, Play With Womrat, Show Rodent Info, Clean (if habitat is dirty), Command to Guard (if dogs or cats are present in the household).

Birds

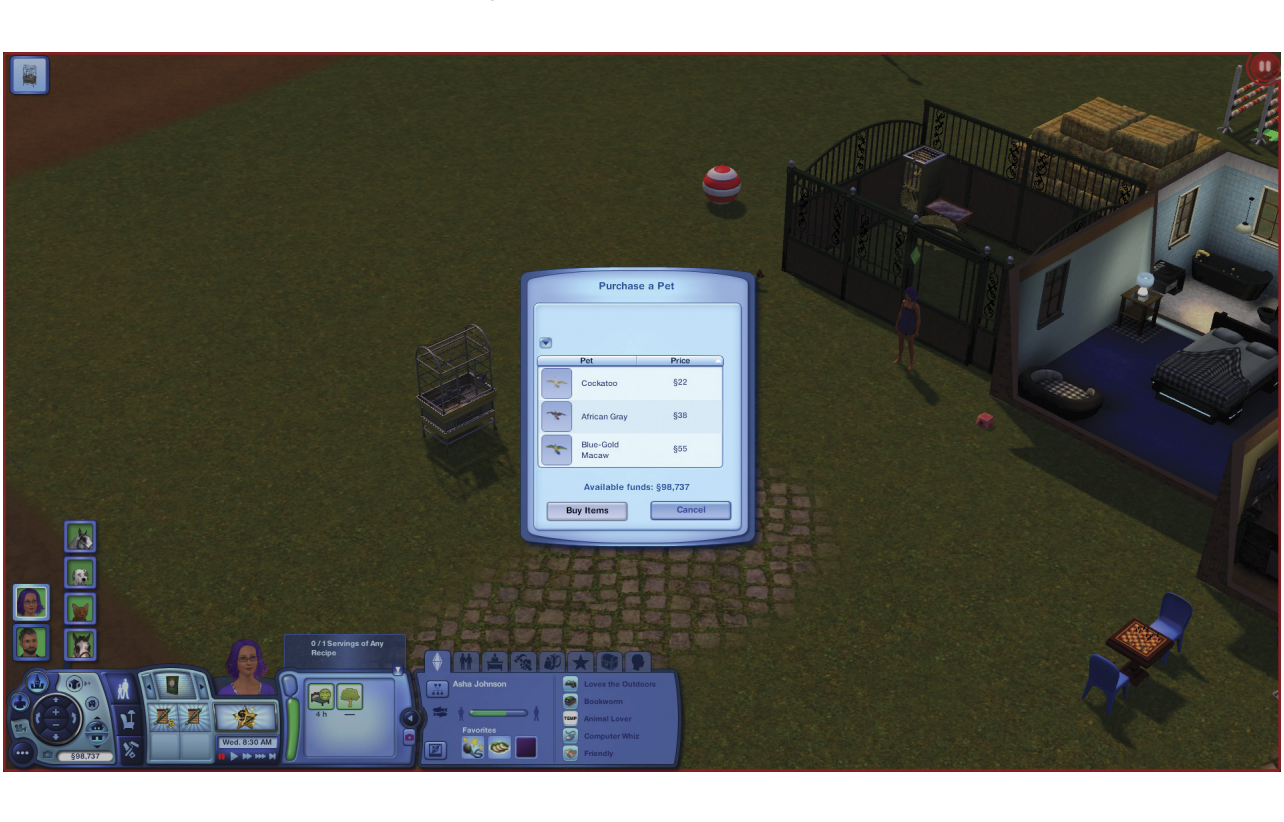
Pet birds are a little different from other small pets. For one thing, you can teach large birds to talk! Start out the same way, by buying either a Bird Cage or a Bird Tree perch.

When you select the Stock interaction on either bird habitat, you get a choice between small birds and large birds.



Large birds are: Cockatoo: §22, African Gray: §38, Blue-Gold Macaw: §55

Small birds are: Parakeet: §8, Goldfinch: §15, Pidgeon: §30.



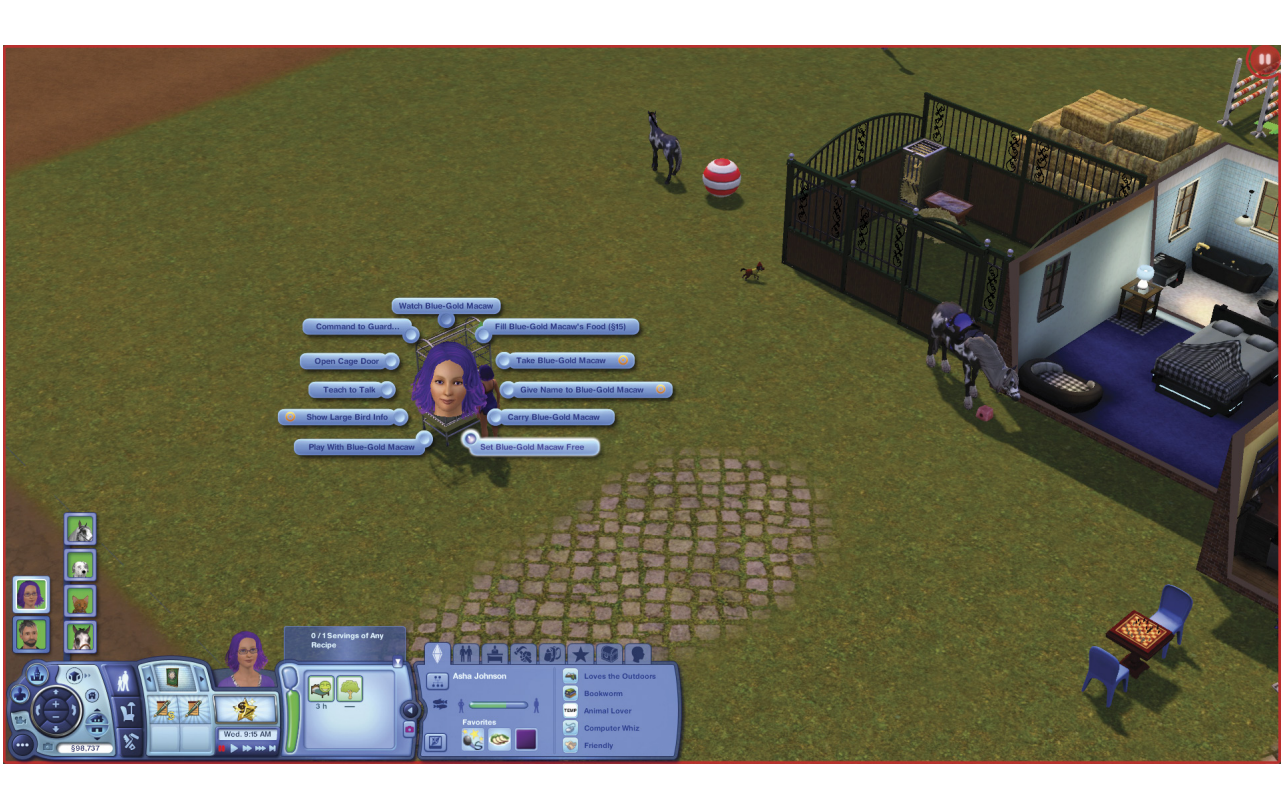
If you stocked your cage with a large bird (I chose the Blue-Gold Macaw), you gain the following interactions: Watch Blue-Gold Macaw, Fill Blue-Gold Macaw's Food (§15), Take Blue-Gold Macaw, Give Name to Blue-Gold Macaw, Carry Blue-Gold Macaw, Set Blue-Gold Macaw Free, Play With Blue-Gold Macaw, Show Large Bird Info, Teach to Talk, Open Cage Door, Clean (if habitat is dirty), Command to Guard (if dogs or cats are present in the household).

Note

Small birds can't learn to talk.

Caution

If you try to handle a large bird while it is mad at you, hungry, or tired, you may get bitten!



Teach to Talk

Your Sims can train their large birds to talk. Clicking the Teach to Talk interaction opens a window of possible speech patterns you can teach your bird. You'll see a progress meter over the bird's head as it learns.

Bird Speech Types

Angry, Doorbell, Greetings, Happy, Love, Phone, Scared, Songs.

Note

The Teach to Talk menu only displays the types of speech that your bird hasn't learned yet.

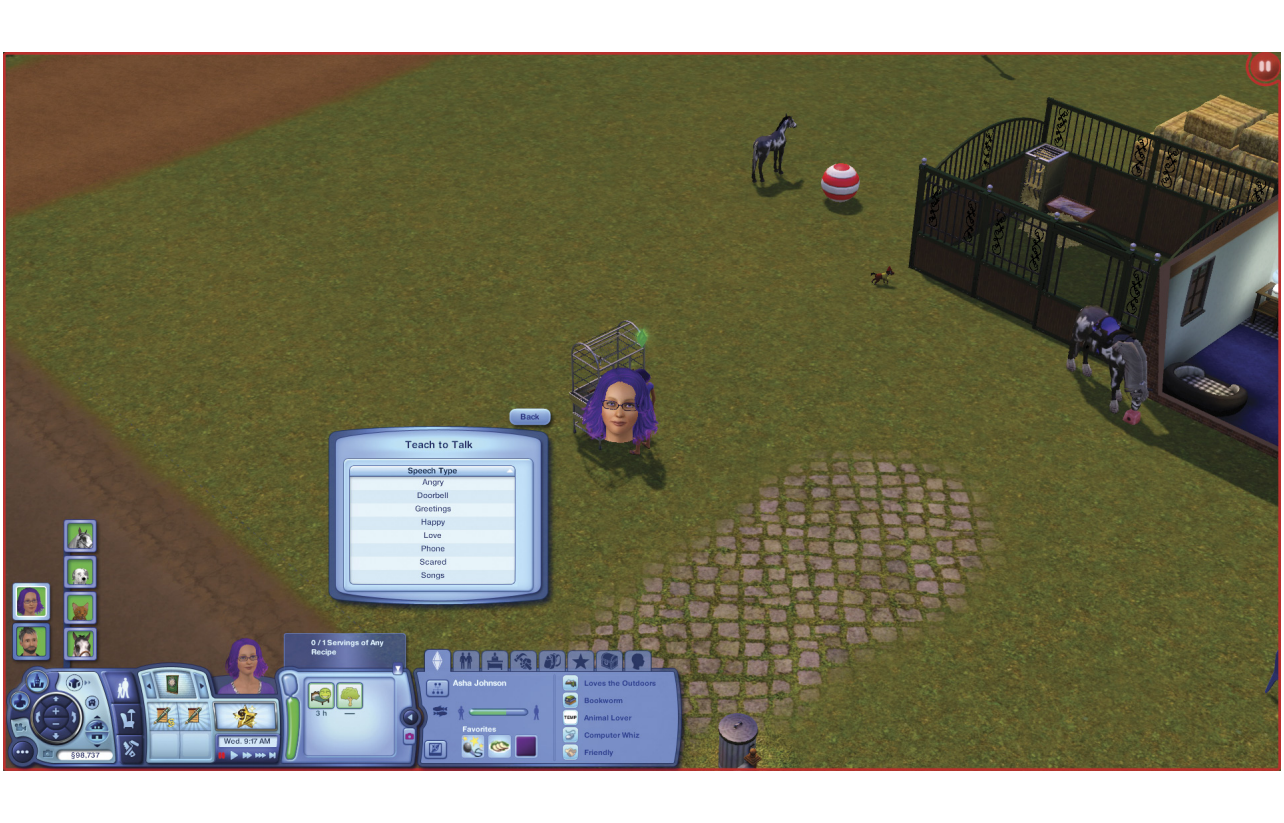
Large birds don't just parrot back what they've learned. They actually use learned speech types in response to what's going on around them. For example, a trained bird may use Scared speech types in response to a fire, a Burglar, or while being watched by a dog or cat. If a bird is making Angry speech patterns, it might be hungry or have a dirty cage. If your Sims play instruments, your trained bird may break into Song, and the Romance channel on TV might spark your bird to use Love speech types!

Tip

Teaching a bird to talk helps a Sim gain Charisma skill. And the higher the Sim's Charisma, the faster the bird learns to talk.

For more on building the Charisma skill, see the Skill section in the Simology chapter of The Sims 3 *guide.*

Once you've taught a bird to talk, you have access to the Talk with Bird interaction. This builds both Social need and long-term relationship.



Cats may try to hunt your bird. This is reinforceable behavior, so if you plan for your cat and bird to co-exist, you may wish to train your cat not to hunt the bird. While this activity is great fun for your cat, it might literally scare your bird to death.

And if the bird is on a bird tree, cats, especially cats with the Hunter trait, have a pretty good chance of swiping the bird right off its perch! While this fills the cat's Hunger and Fun needs, it's curtains for your pet bird.

Caution

If you intend to Invite Over a Household of Sims with their pet cats, make sure your prized pet bird is safely locked away!

Note

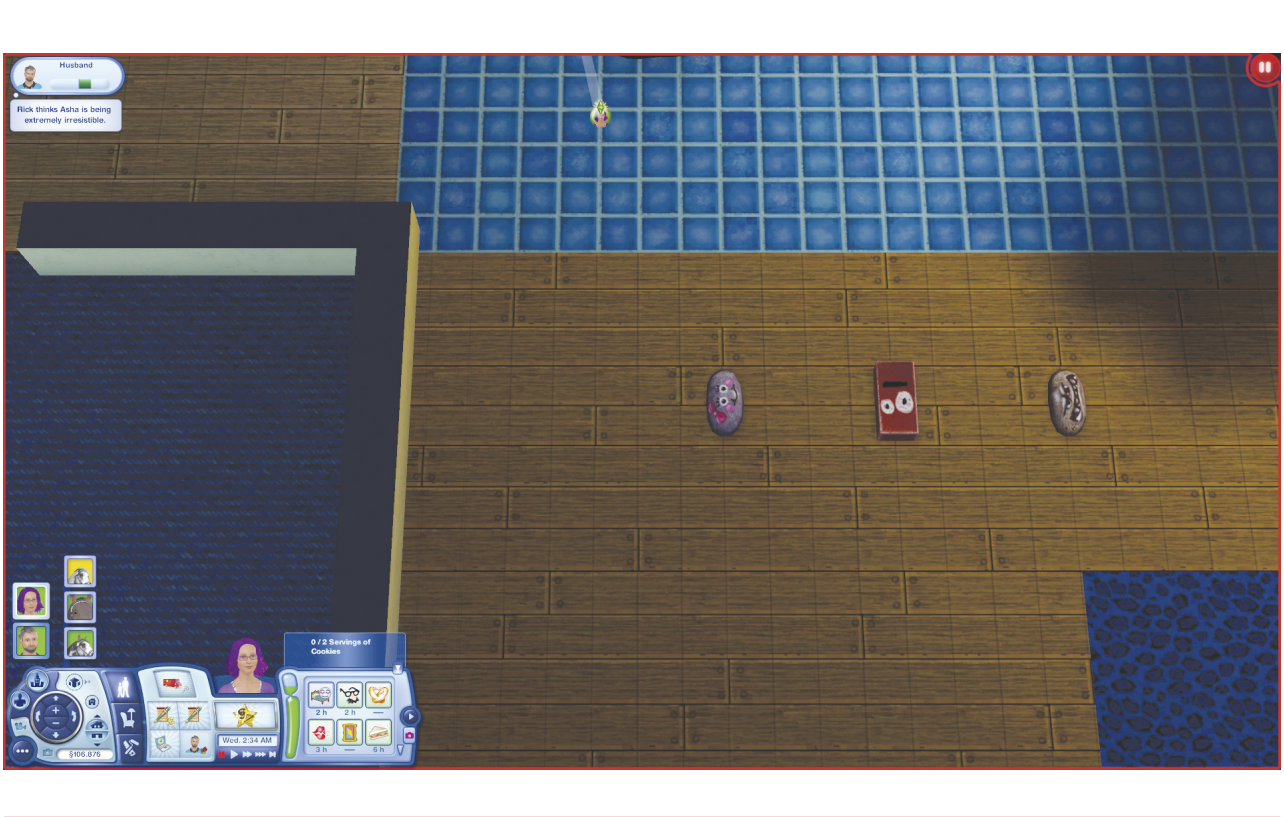
Theoretically, rich and Evil Sims (or Evil players of Sims!) could simply stock the Bird Tree to provide tasty treats for their hunting cats. But... we'd never do that, right?

Pet Stones

Remember the pet rock? Well now your Sims can have pet stones! Three varieties of pet stone are available in Buy Mode.

From left to right: Essence of Pure Love Rock, Sir Bricks-a-Lot Jr., and Gonk Rock.

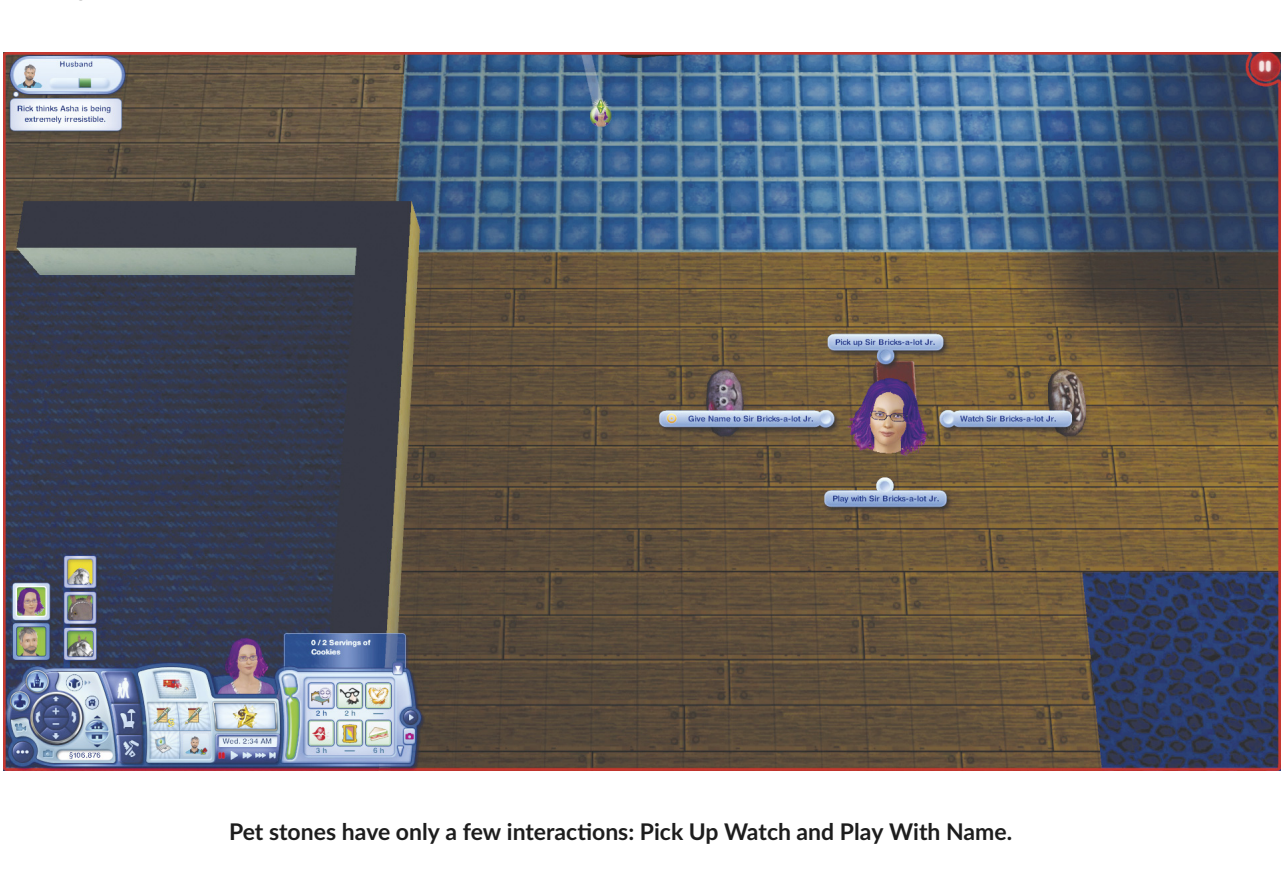
While pet stones are mostly silly, they do have some useful features. For one thing, they never die, although you can drop and shatter them if you're clumsy. They never need to be fed. They need their cage cleaned. They can't be eaten by cats. They never bark, mess the carpet, shed, or bite anyone.



Caution

If a Sim drops a pet stone on his foot, he gets the Hurt Foot moodlet.

So that's what pet stones don't do. What do they do then? They provide a lot of Fun! Playing with a pet stone is surprisingly amusing.

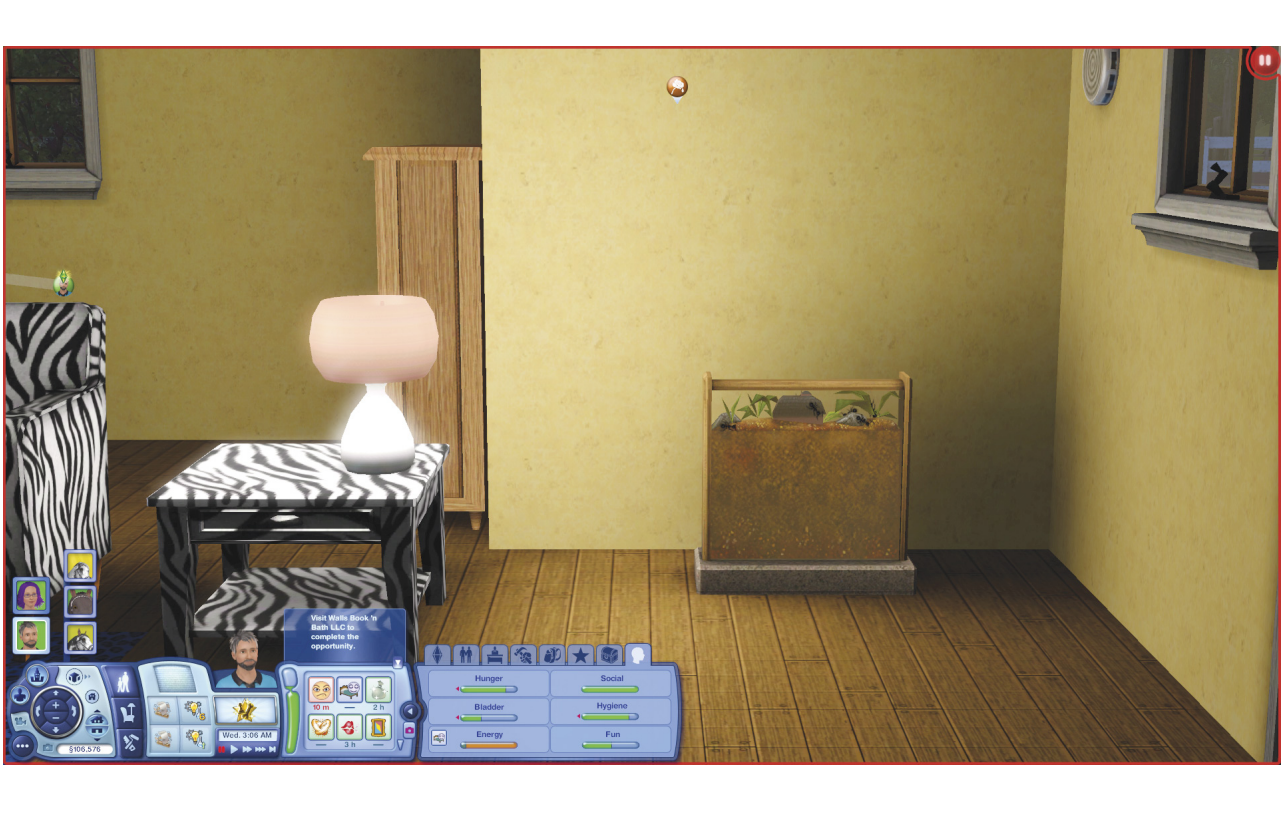


Pet stones have only a few interactions: Pick Up Watch and Play With Name.

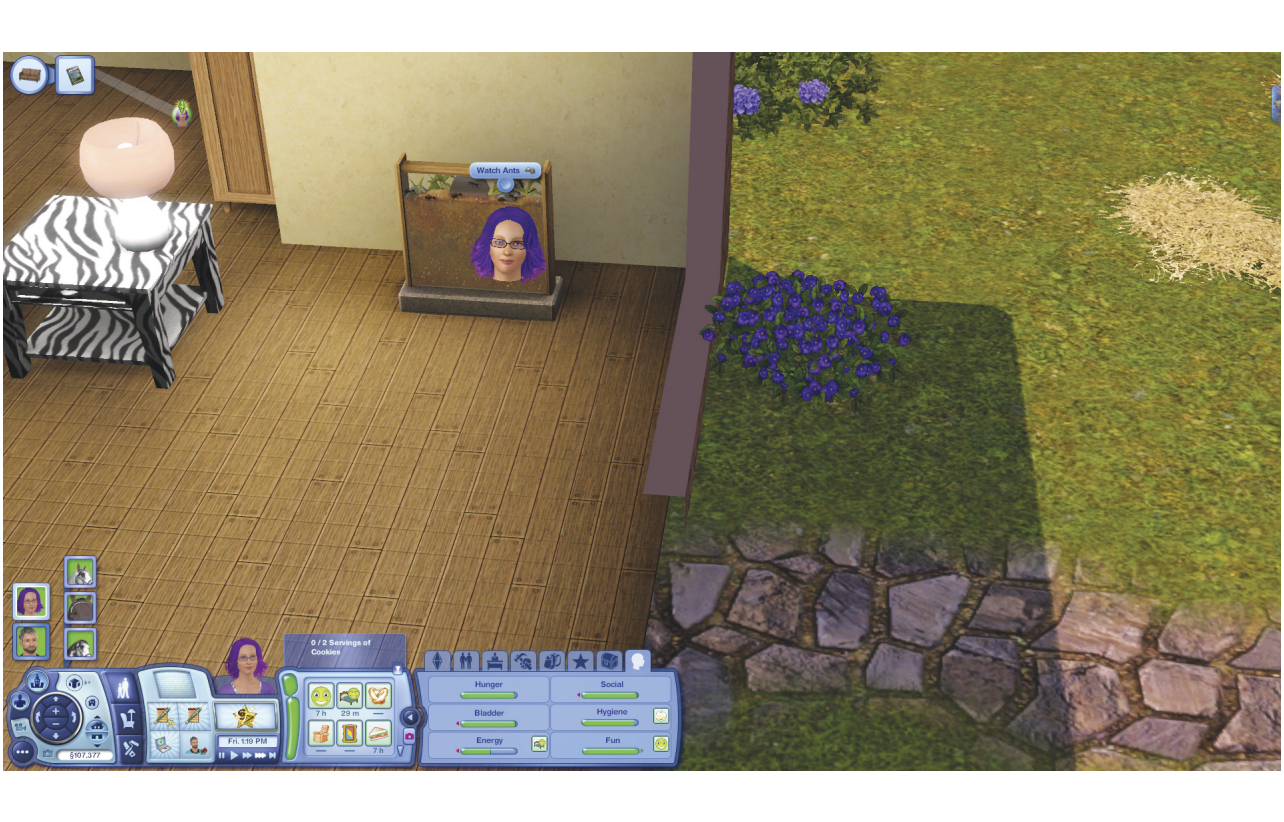
Ooooh, I love my pet stone!

If you want to Watch your pet stone, be my guest. I have some drying paint over here that might also interest you.... But the Play With interaction builds Fun at a decent rate, and you can carry a pet stone in your pocket for a quick Fun boost wherever you are.

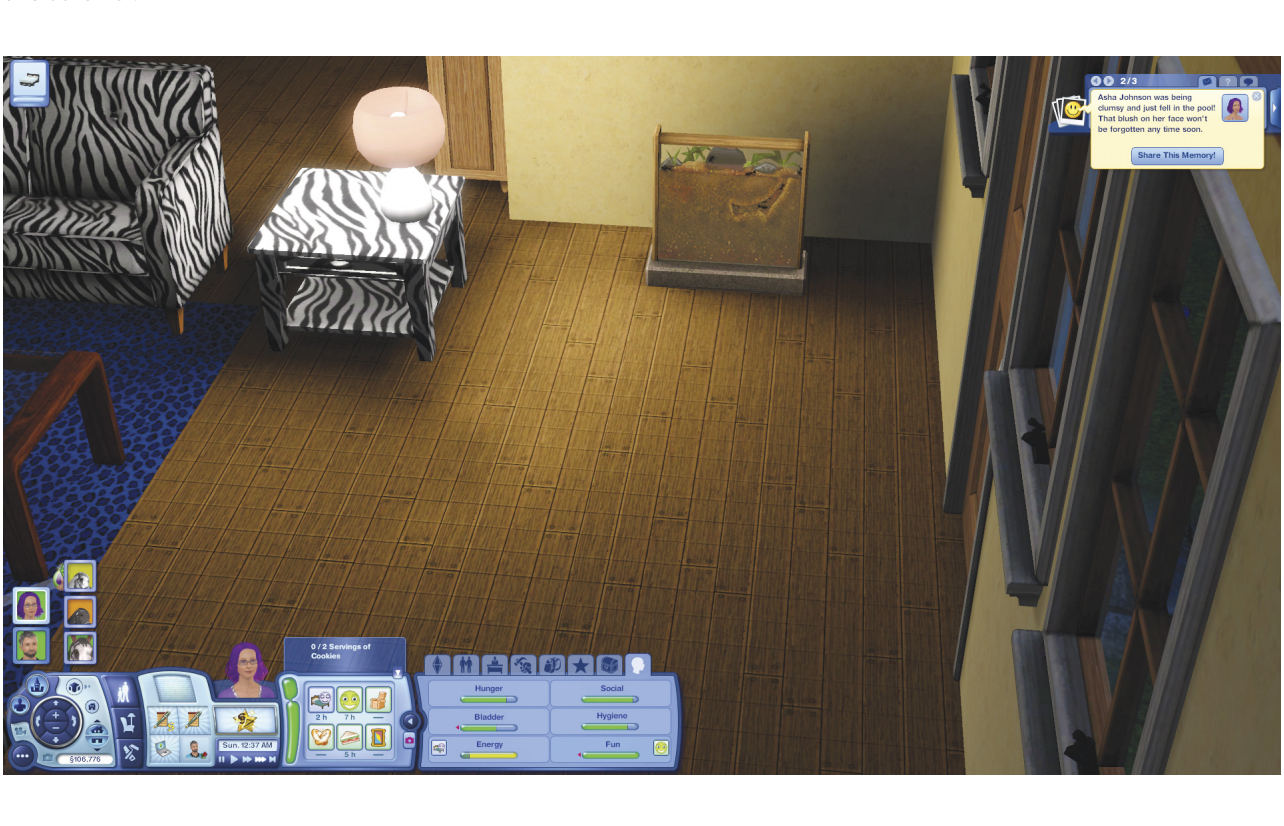
Subterranean Simulation Device



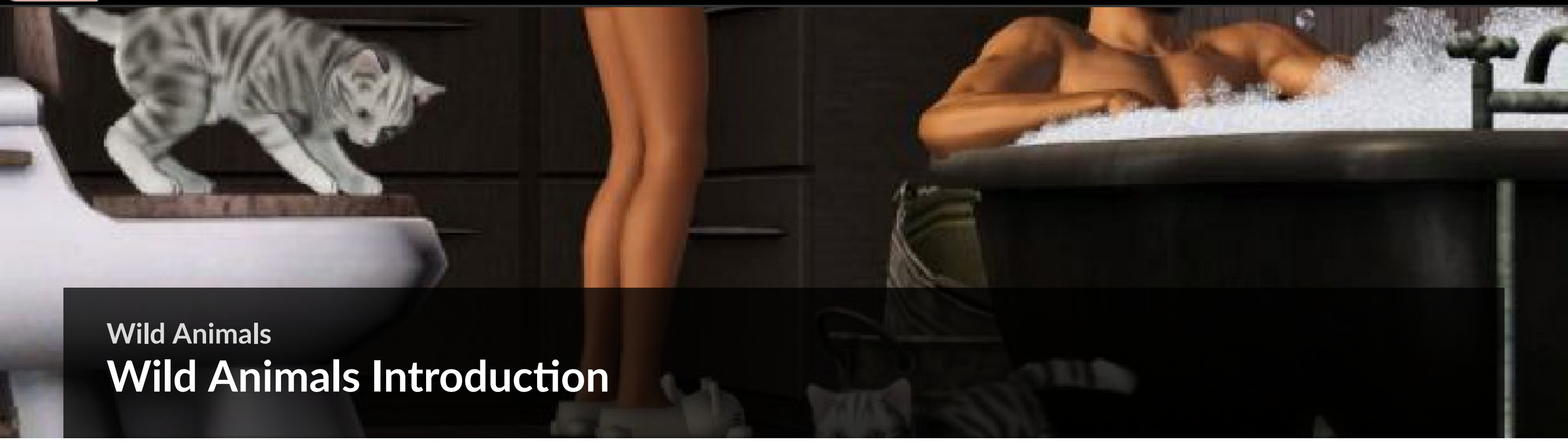
The Subterranean Simulation Device (ant farm) is another non-pet pet. At least the ants are alive!



The captive myrmidons happily tunnel in their sand until they've built an extensive network of tunnels. Your Sims can watch this behavior.



These ants have barely begun, but given enough time, they'll construct quite a subterranean simulation.



Wild Animals

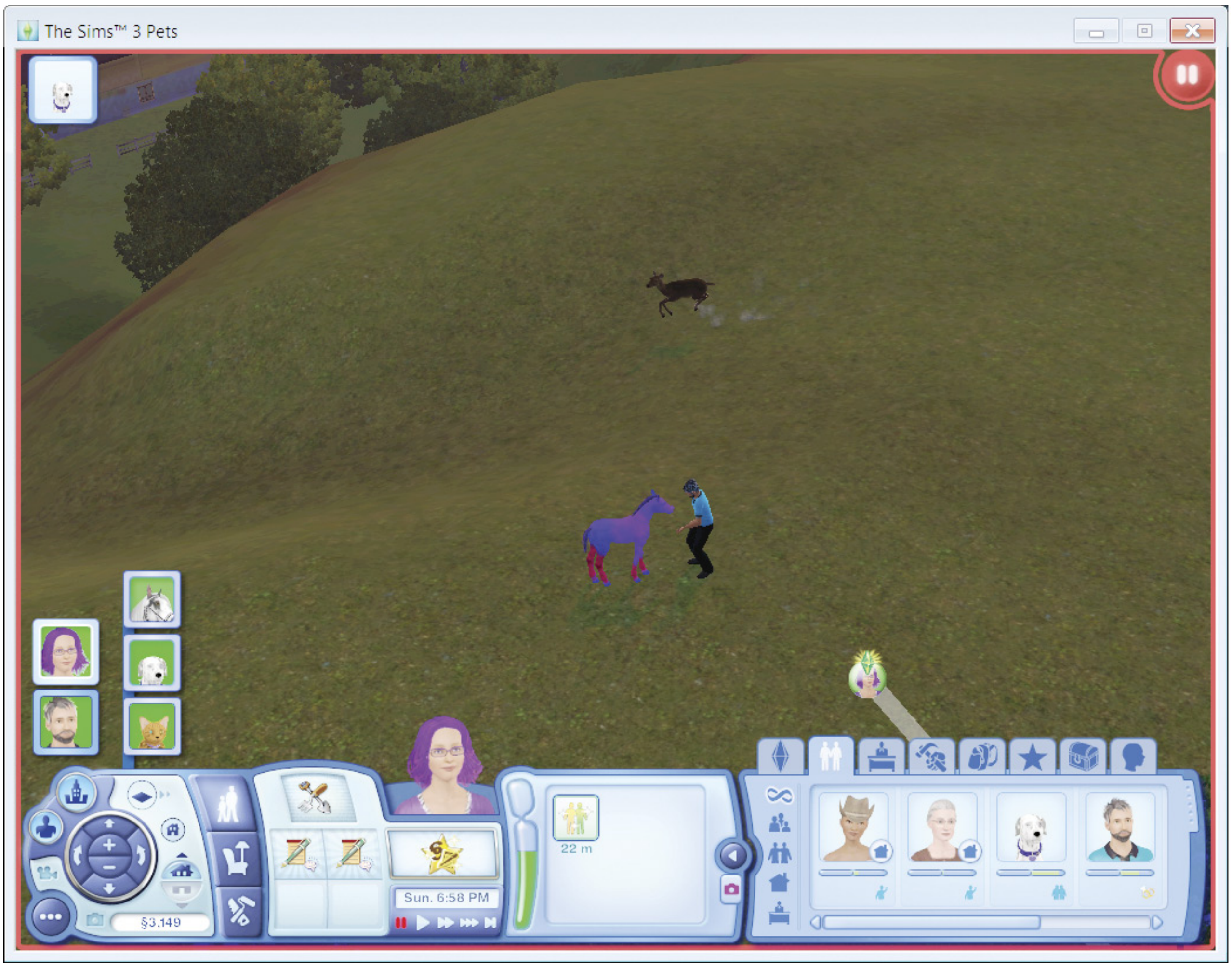
Wild Animals Introduction

Not all of the new animals in The Sims 3: Pets are pets. Some are wild animals, living free in the fields and woodlands around Appaloosa Plains. Suburban wildlife like deer and raccoons add flavor to the world, and give your dogs something to bark at! Wild horses can be tamed and added to your stable. And if you're really lucky, and good with wildlife, you might even befriend or even adopt a unicorn.

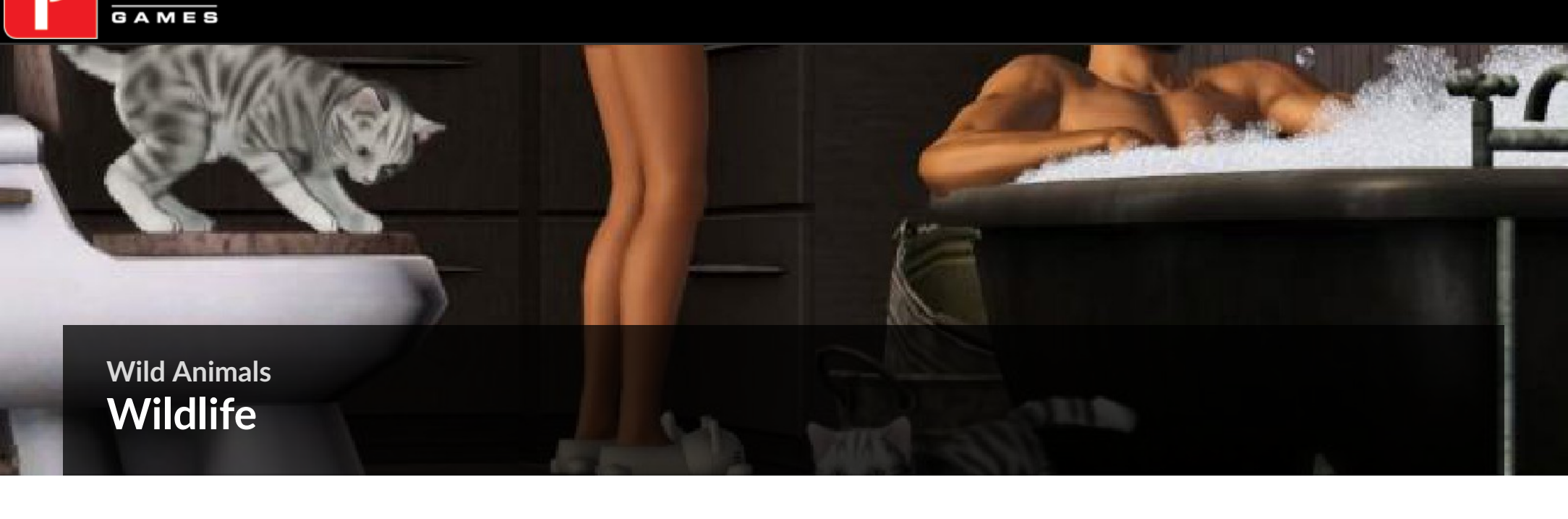
Small animal type pets are also occasionally found in the wild. If you find one, you can try to collect it. If you succeed, you get a message telling the species and rarity of your catch, and letting you know you'll need a terrarium. If you try to collect a small animal and fail, the animal squeaks and escapes. You might even get bitten!

Note

If you set free a named small pet, there's a chance you'll find it again in the wild and be reunited.



Rick pets a colorful wild foal while a deer frolics in the background.



Wild Animals

Wildlife

Deer

Deer need to remain free. They can't ever be selected or added to a household. They have no traits and do not age or die.

Deer tend to show up at dusk, and disappear by dawn. When you see deer in the world, they may be frolicing around, grazing, or drinking from a pond or pool.

Deer are shy, and easily startled by Sims approaching them. Startled deer run away. Sims with higher levels of the hidden Wildlife Friend trait are less likely to startle deer.

Deer Interactions

If they stay back and avoid startling the deer, all Sims child or older can watch deer. The Watch interaction builds Fun and increases the Wildlife Friend trait. With a high enough Wildlife Friend level, Sims can also Pet wild deer.

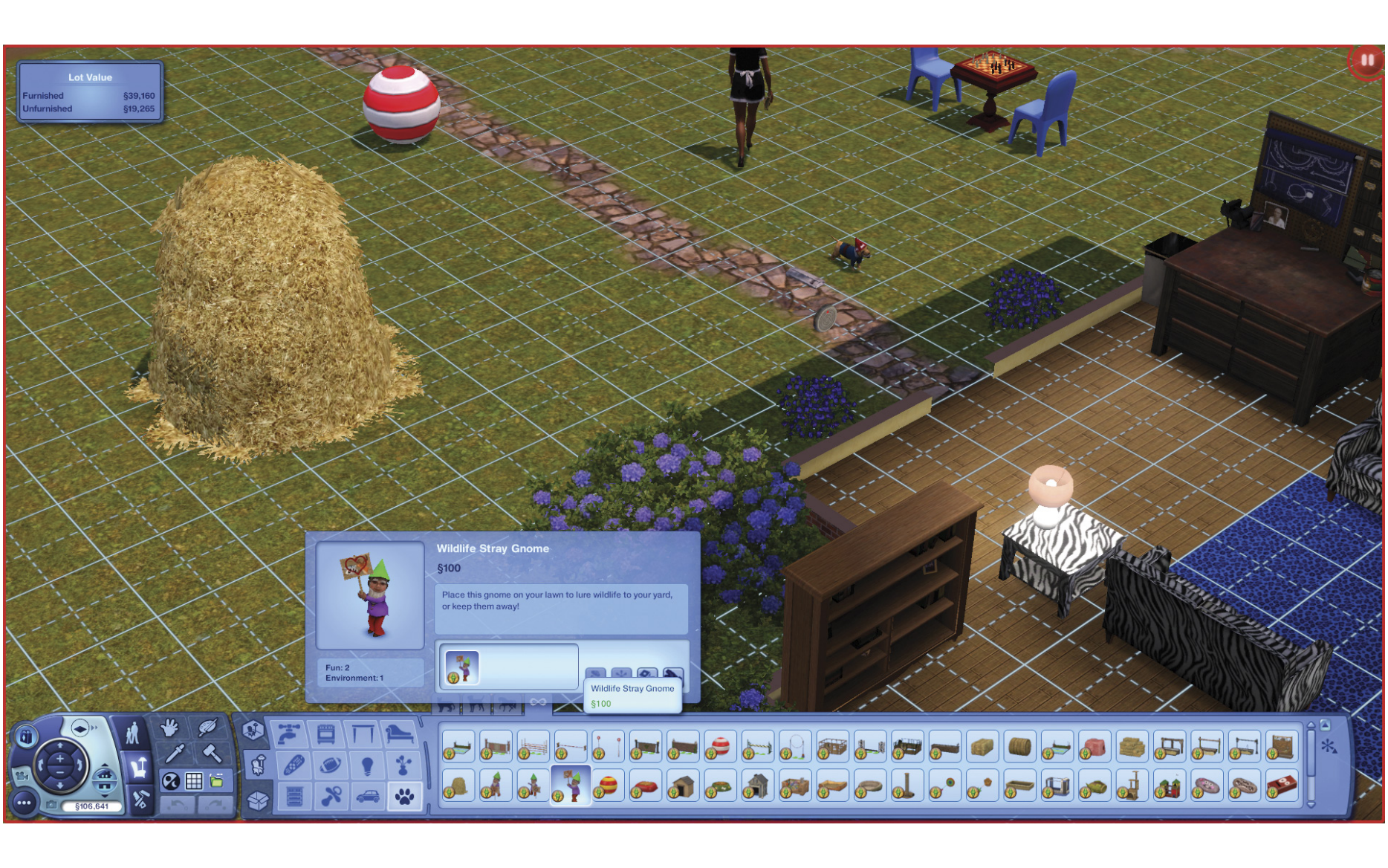
Tip

Want to keep deer out of your garden? Do the Shoo interaction on the deer. That keeps deer off your lot for several days.

Household pets can also watch deer, plus they have several other interactions: Dogs can bark or growl at a deer, cats can meow or hiss at them, and horses can watch them or stamp at them.

Tip

Horses gain Social from watching deer.



Buy the Wildlife Stray Gnome from the Function/Pets Essentials tab of the Buy Mode catalog and place it on your lot. Then set it to either attract or discourage wildlife.

Raccoons

Coons are the bandits of the wildlife world, and not just because of their cute black masks. Raccoons will steal pet food (if left outside) and knock over garbage cans. Like deer, they can never be tamed and can't become members of household.

Hungry raccoons roam the suburban neighborhoods of Appaloosa Plains.

Coons like to knock over garbage cans and rummage in the trash. This leaves a mess for your Sims to clean up.

Raccoon Interactions

Lifetime Happiness

Grrrrr... Stay away from my yard!

Sims can watch raccoons. This builds Fun and improves the hidden Wildlife Friend skill. Sims can also try to pet raccoons, but be careful! If the raccoon is hungry, or your Sim isn't very good with animals, your Sim could end up with a nasty bite and a lingering negative Bitten! moodlet.

Tip

The higher your Sims' Wildlife Friend hidden skill, the less likely they are to be bitten by a raccoon. Sims with the Animal Lover trait are also less likely to suffer a painful bite.

Household pets can also watch raccoons, which provide some Fun for them. But they have a variety of other interactions as well. They can sniff, chase (in a friendly way), and play with raccoons. Dogs may bark or growl at raccoons, and cats can hiss at them. Pets can chase raccoons (in a mean way) and even fight with them!

Equines

Unlike wildlife, wild equines (wild horses and wild unicorns) can be befriended and adopted, becoming fully playable members of your Sims' household. You have to be pretty good with animals to make this happen, especially when it comes to unicorns.

Tip

Earlier, I said horses were the coolest pet ever. Well they are... except for unicorns! What's better than a horse? A beautiful horned horse with magical powers!

Wild Horses

Wild horses roam the fields and forests of Appaloosa Plains. While they mostly stick to open area such as parks and fishing spots, they will wander onto lots occupied by Sims who have a certain level of relationship with wild horses, or who have the Friend of the Herd Lifetime Reward.

Wild horses often travel in herds. The oldest female horse in the herd is the "lead horse" and the other wild horses follow her. Wild horses are easily startled and will whinny and gallop away if frightened.

Wild horses roam the fields and forests of Appaloosa Plains.

Tip

Sims with a high Wildlife Friend hidden skill, or a good relationship with the wild horse, are less likely to startle wild horses.

Taming Wild Horses

If you want to tame a wild horse (and you know you do!), first start out by watching it. This builds Fun and Social for your Sim, but more importantly, starts building LTR with the horse. It also builds the hidden Wildlife Friend skill, which is an important metric for taming equines.

Tip

Horses gain Social when watching wild horses.

Once the wild horse becomes more comfortable with your Sims, and doesn't run away at their approach, you can try interactions like Pet or Feed Harvestable. If the wild horse has a high enough relationship with the Sim and accepts the interaction, it builds more LTR and Wildlife Friend skill. With patience and continued successful interactions—and level 8 Riding skill—your Sim will finally get the option to Adopt Wild Horse/Foal.

Note

Child Sims cannot adopt wild horses.

Caution

You cannot initiate the Adopt Wild Horse/Foal interaction if your household already at the maximum number of members.

If the wild horse really likes your Sim, it will accept and join your household as a fully playable member. Sims with the Animal Lover or Equestrian traits make friends with wild horses more easily, and can succeed in adopting at lower relationship levels. If the adopting Sim has the Mustang Master reward from Riding skill, they can choose one of the new horse's traits.

See the Riding Skill section in the Horses chapter for more details on the Riding skill rewards.

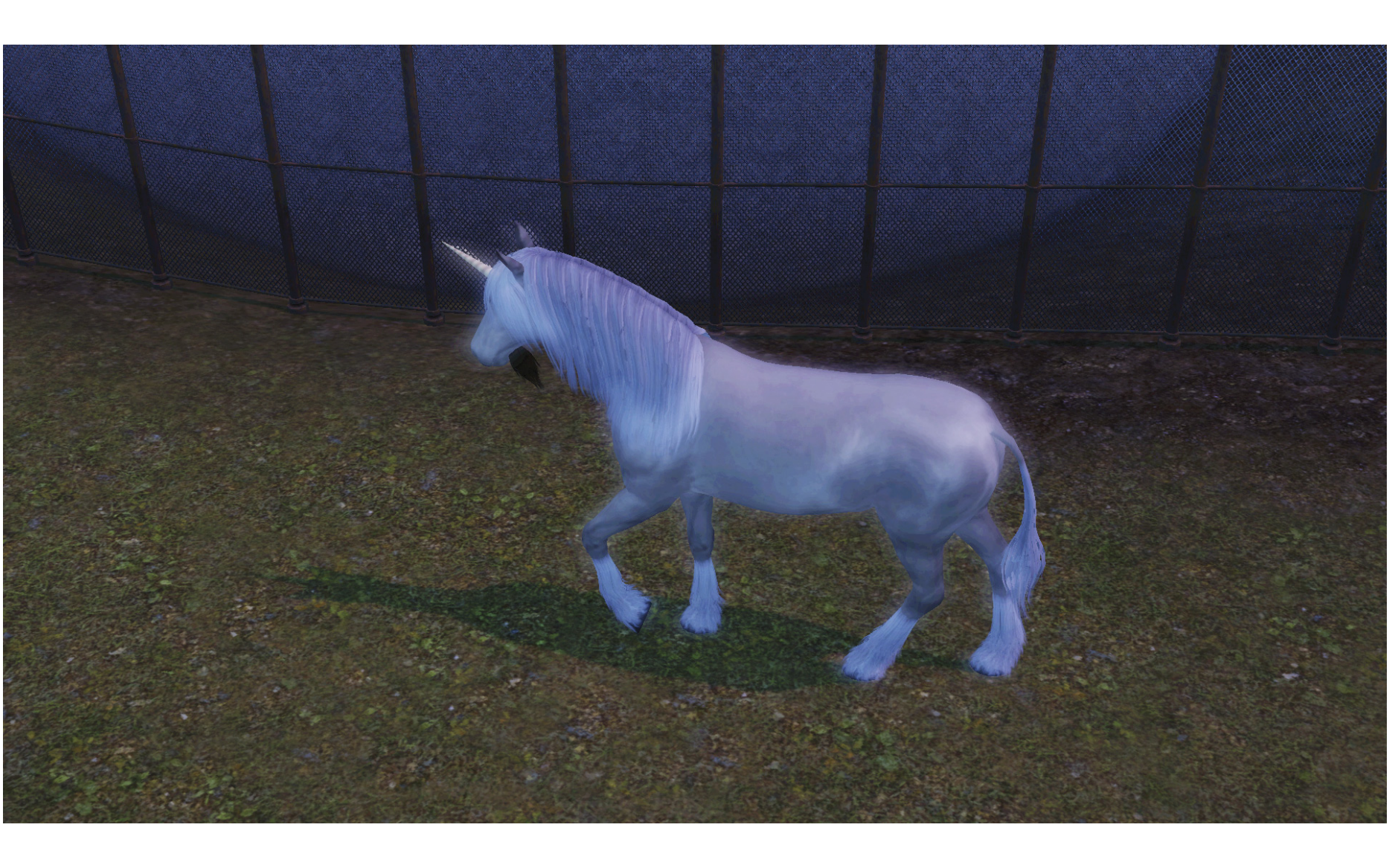
Tip

Remember that with training and reinforcement, you can shape the traits of your new horse, just as you can with any pet.

Unicorns

Unicorns are beautiful horned horses with magical powers. They are rare in the world, but they can be found, tamed, and added to your Sim's household.

For the most part, unicorns look exactly like horses, except for the single horn in their forehead. Male unicorns also have beards and "lion tails," which are solid with a tuft of hair at the end, instead of the usual horse tail. Unicorns are always among the most beautiful of horse types.



Unicorns are beautiful horses with magical powers. This one is a male. We can tell because he has a beard and a lion-type tail

There is only ever one wild unicorn in the world. Like deer, they tend to spawn at dusk and despawn at dawn. They are likely to spawn at either a fishing spot or a qualifying Sim's lot. What qualifies a lot to be a unicorn spawn point? If the Sim has several pets at Friend relationship or higher, and/or the hidden Wildlife Friend skill at maximum, the lot will qualify. A lot is disqualified if the Sim has a negative relationship with any pet or has already adopted a unicorn.

All unicorns are Brave, and they all have maximum Racing and Jumping skills.

Unicorn Interactions

Sims and pets can watch unicorns. Unicorns are hard to befriend, so all social interactions require a higher LTR before they can succeed. Good Sims gain LTR faster, while Evil Sims gain it more slowly. Perhaps because of their youth and innocence, child and teen Sims also gain LTR with unicorns faster than adults do. If a unicorn accepts a social interaction from your Sim, the unicorn may decide to Bless the Sim. If the unicorn rejects the interaction, it may Curse your Sim. Bless provides the positive Unicorn's Blessing moodlet, while Curse bestows the negative Unicorn's Ire moodlet. A Bless erases a Curse, and vice versa.

See Unicorn Powers, below, for details about Bless and Curse interactions.

Tip

Unicorns always accept the Feed Harvestable social if your Sim offers a Life Fruit.

Adopting a Unicorn

Any Sim aged child or older can attempt to adopt a unicorn into the household. As usual, your household has to have room for at least one pet before this will work. For this to succeed, your Sim must have Best Friend relationship or higher with a number of pets, or maximum Wildlife Friend hidden skill. The unicorn will reject the interaction if the Sim has negative relationship with any owned pet.

Caution

Bathing a cat makes your relationship tank. Don't bathe your cat right before trying to tame a unicorn!

If the unicorn accepts the Adopt interaction, it joins your household as a fully playable member. If it rejects the interaction, you get this message: "First prove to me that you are a friend to all creatures and then I will consider your offer."

Once your Sims have adopted a unicorn, you can use the Edit Saddle option to take your new unicorn into Create a Sim and change coat color, mane, saddles, and accessories; pretty much anything you could change on a horse. You cannot change a unicorn's horn, beard, or tail, although you can change their colors and patterns.

When unicorns gallop, tracers and sparkles appear behind them.

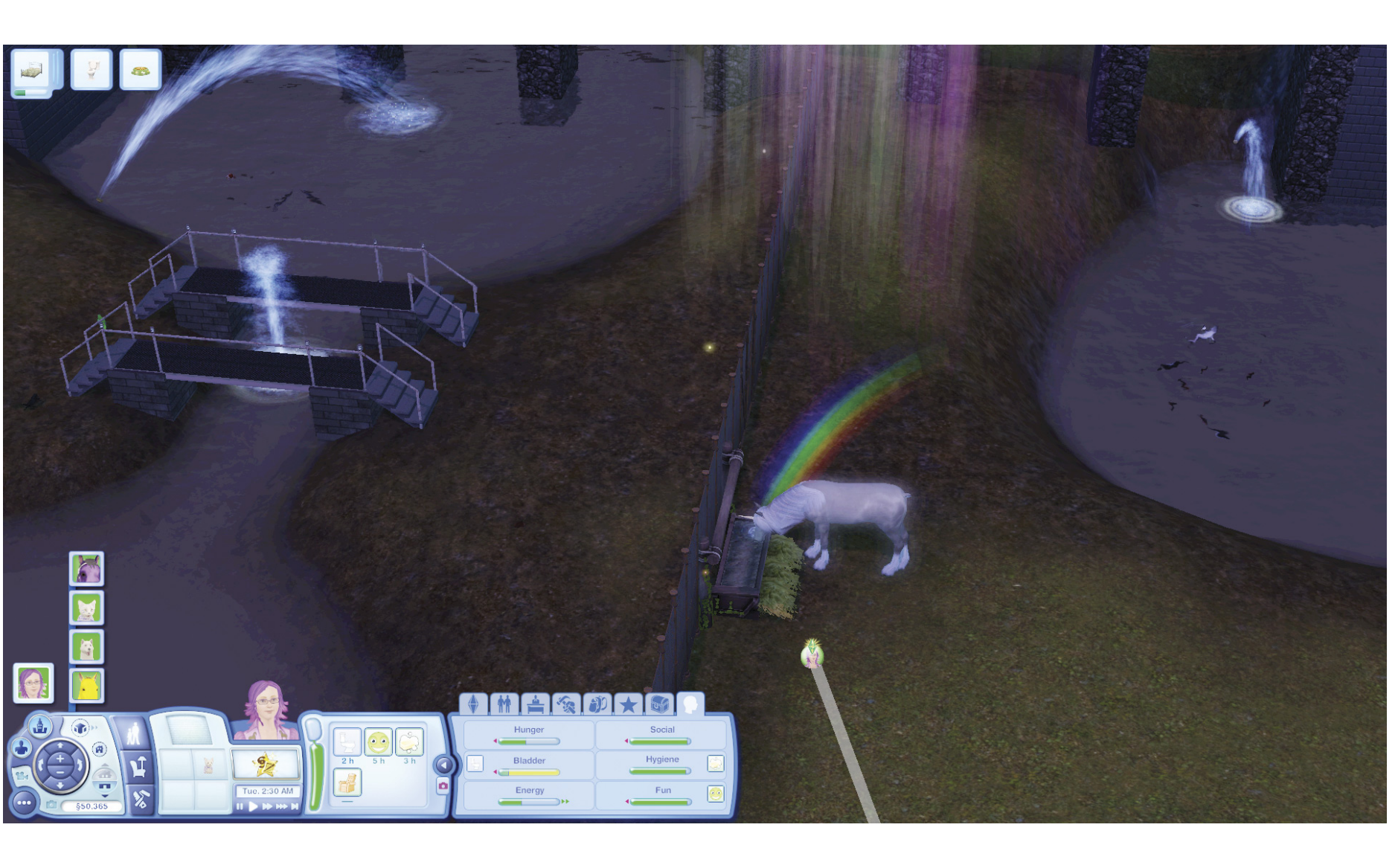
Playing a Unicorn

Unicorns have the same needs as horses, although they never get Grungy. Unicorns are naturally clean! Unicorns also build skill very quickly (adopted unicorns start out at maxxed skills but this is useful for ones you breed and raise). Unicorns also quickly build relationship with pets, toddlers, children, and teens. They're so young and innocent!

The Sims™ 3 Pets (DebugRelease)

A tame unicorn to ride?! You bet I want one!

Unicorns have unique poses when doing ordinary actions. They can paw the ground, or raise their head and let out a magical echoing whinny. They have a moonlight trailing effect when they gallop, and a faint rainbow appears at the base of a unicorn's mouth when it eats hay, grazes, or drinks.



A rainbow appears when a unicorn drinks.

Sims of any level of Riding skill can ride a unicorn bareback and access any gait. This makes unicorns excellent riding teachers.

Unicorn poo is the best fertilizer around! When your unicorn uses a box stall, the fertilizer generated is Magic Horse Fertilizer. This is the highest possible fertilizer quality. It even has the chance to change an ordinary bush-sized plant (that hasn't produced fruit yet) into a Life Fruit plant!

Unicorns cannot be sold or bred at the Equestrian Center (neither the Breed Mare nor Offer Stallion for Stud options will be available), nor can they be adopted out. However, they can be returned to the wild. If you choose to do this, you get a warning dialog first: "Do you really want to do this? This Unicorn will go away and never return!"

Breeding Unicorns

Household unicorns can mate with horses or other unicorns. There is a percentage chance that the offspring will be a unicorn. Unicorn foals inherit colors, patterns, and traits from their parents, just like horses do. Unicorn foals have cute little horns, unicorn hooves, and colt foals will have the "lion tail" type.

Note

Even unicorn to unicorn matings don't always produce unicorn foals.

Unicorn Powers

Unicorns act like horses in many ways. However they also have a bunch of cool magical powers. Unicorn powers are based on a pool of magic points. Interactions indicate if magic points will be spent. When a unicorn is low in magic points, it gets the Power Shortage moodlet, and when it is completely out of power, it gets the Power Failure moodlet. None of the following powers can be enacted if the unicorn is out of magic points.

Perhaps a unicorn's most exciting power is its ability to teleport, either by itself or while being ridden by a Sim. The unicorn must have available magic points and cannot teleport from inside an house or if there isn't enough room. When a unicorn teleports, its eyes glow purple and the unicorn (and rider) disappear in a flash and reappear in the destination.

Unicorns can also cure Sims and pets of various ailments. They can cure dogs, cats, puppies and kittens of the Nauseous moodlet, and Sims (child and older) of Bitten! Kicked, Mummy's Curse (if you have World Adventures installed), or Unicorn's Ire. You get a message that the target "received the Unicorn's help and was cured of <removed ailment>." Not only does this cure the moodlet, it builds Social and LTR.

As mentioned previously, unicorns can Bless or Curse Sims and pets. These actions produce the positive Unicorn's Blessing moodlet and the negative Unicorn's Ire moodlet respectively. This also increases or decreases the individual's relationship with the unicorn.

Unicorns can also Bless or Curse plants. When a unicorn Blesses a plant, the unicorn's eyes glow green, and a new green leaves appear on the plant. If the plant had withered or died, it is restored to health. If the plant wasn't mature, it matures to the next level, and if it hadn't fruited yet, it produces harvestables. A Cursed plant dies.

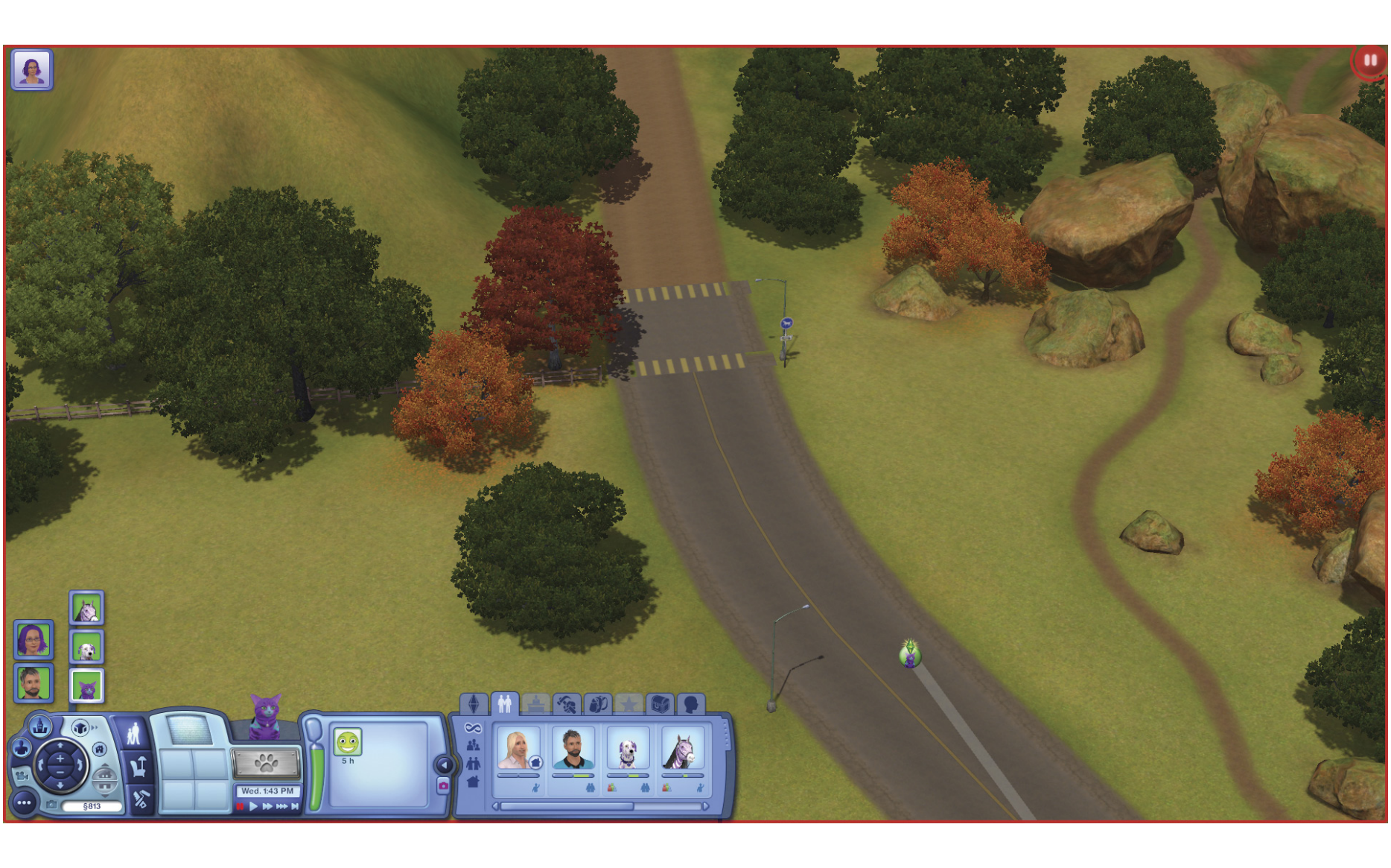
The Sims™ 3 Pets (DebugRelease)

Unicorns can Bless (or Curse) plants.

Because all tamed unicorns are Brave, they can actually help fight a fire. The unicorn dips its head, and its eyes and horn glow. A rainstorm appears over the fire and extinguishes it. Unicorns can also start fires! This is a ground based interaction and can't be used while the unicorn is mounted. The unicorn's eyes glow red, and a burst of flame appears.

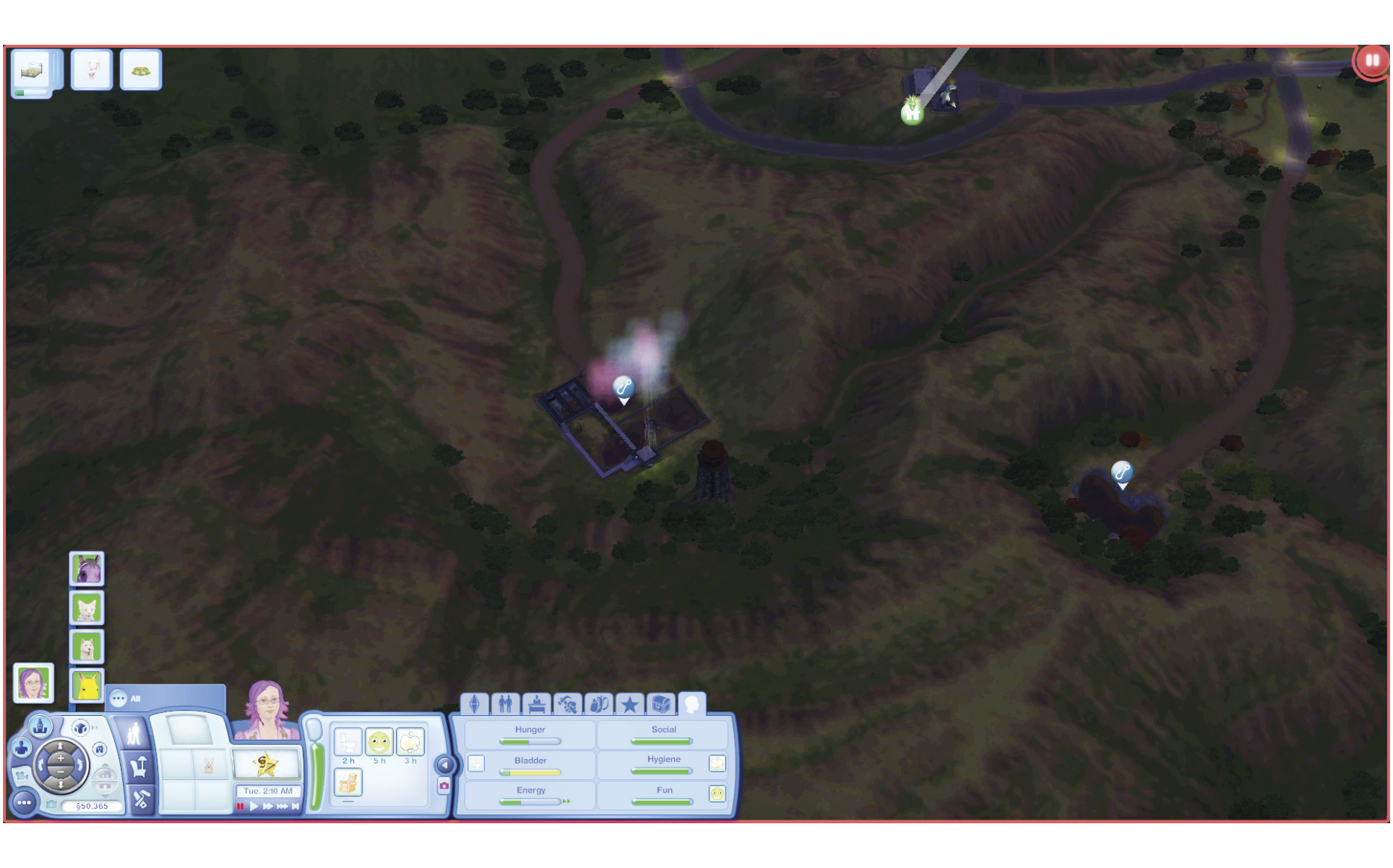
Tracking the Elusive Unicorn

If you undertake a quest to find and tame a unicorn, first you have to find it! Only one unicorn exists in the world at a time, and it can spawn in a variety of places. It frequently spawns at dusk and despawns at dawn, so night is the best time to look.

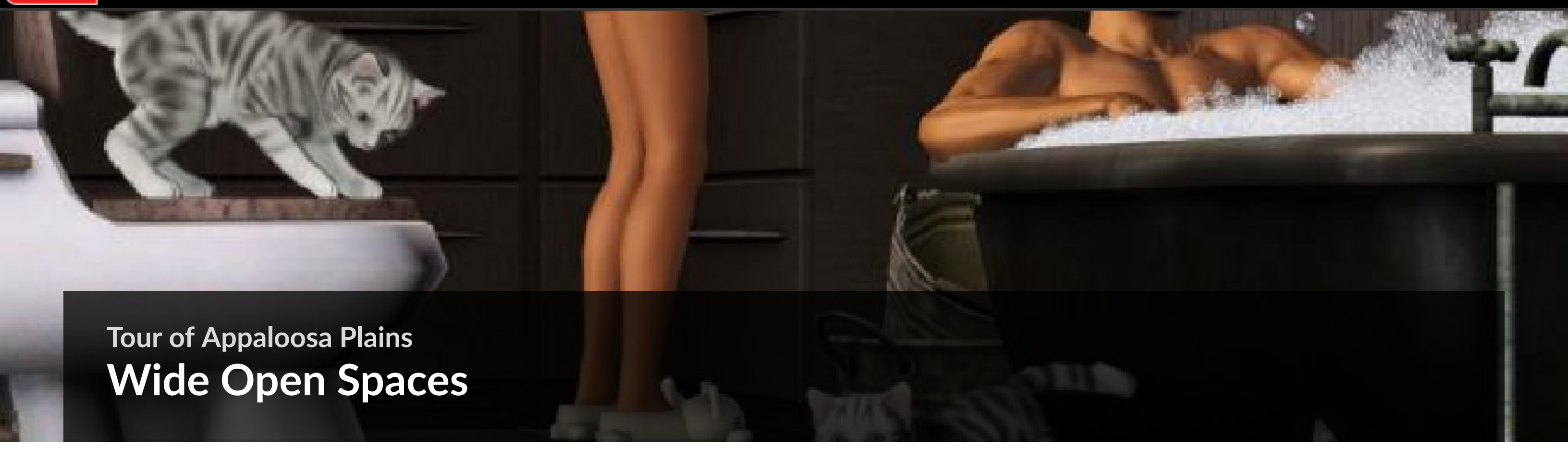


The Unicorn Crossing sign is a clue!

Scan the town at night, looking for clues to the unicorn's presence. A colorful mist forms around the unicorn, which you can spot from Map View.



The colorful mist visible from Map View is another clue.



Tour of Appaloosa Plains

Wide Open Spaces

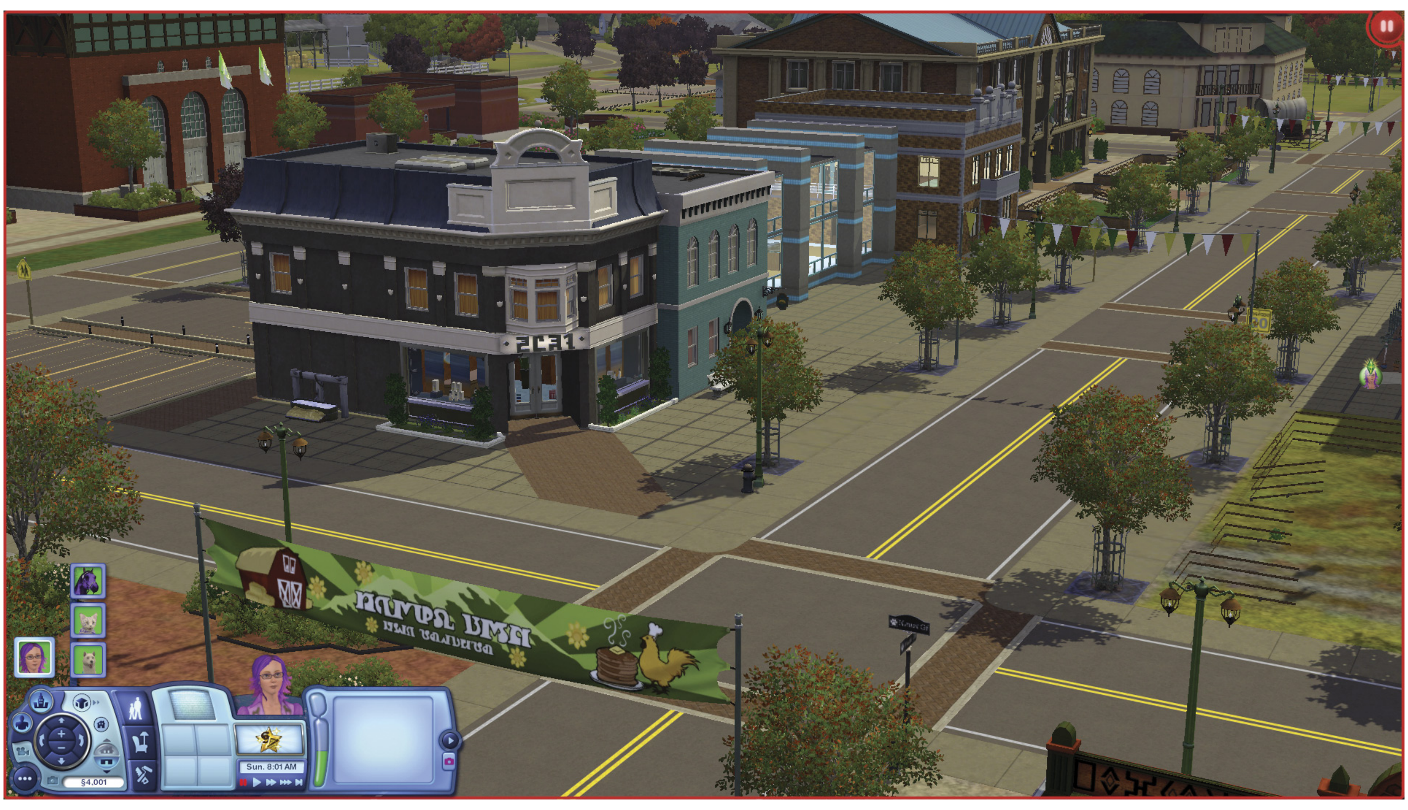
Click here for interactive maps

At one time Appaloosa Plains was a sleepy ranching township, its only claim to fame being a garish tourist trap that drew in the occasional curious passerby. However, a recent influx of city slickers has turned the area into a bustling hub of activity.

They keep arriving with their stacks of Simoleons, retrofitting the town with modern amenities while eagerly believing they've acquired their own slice of country paradise.

The clash between old and new is readily apparent, with some elderly die-hards clinging to the remaining vestiges of life as they knew it.

Will the town come together in a new era of prosperity, or will the generational clash leave a clear line drawn in the sand?



Appaloosa Plains has a compact and walkable downtown.

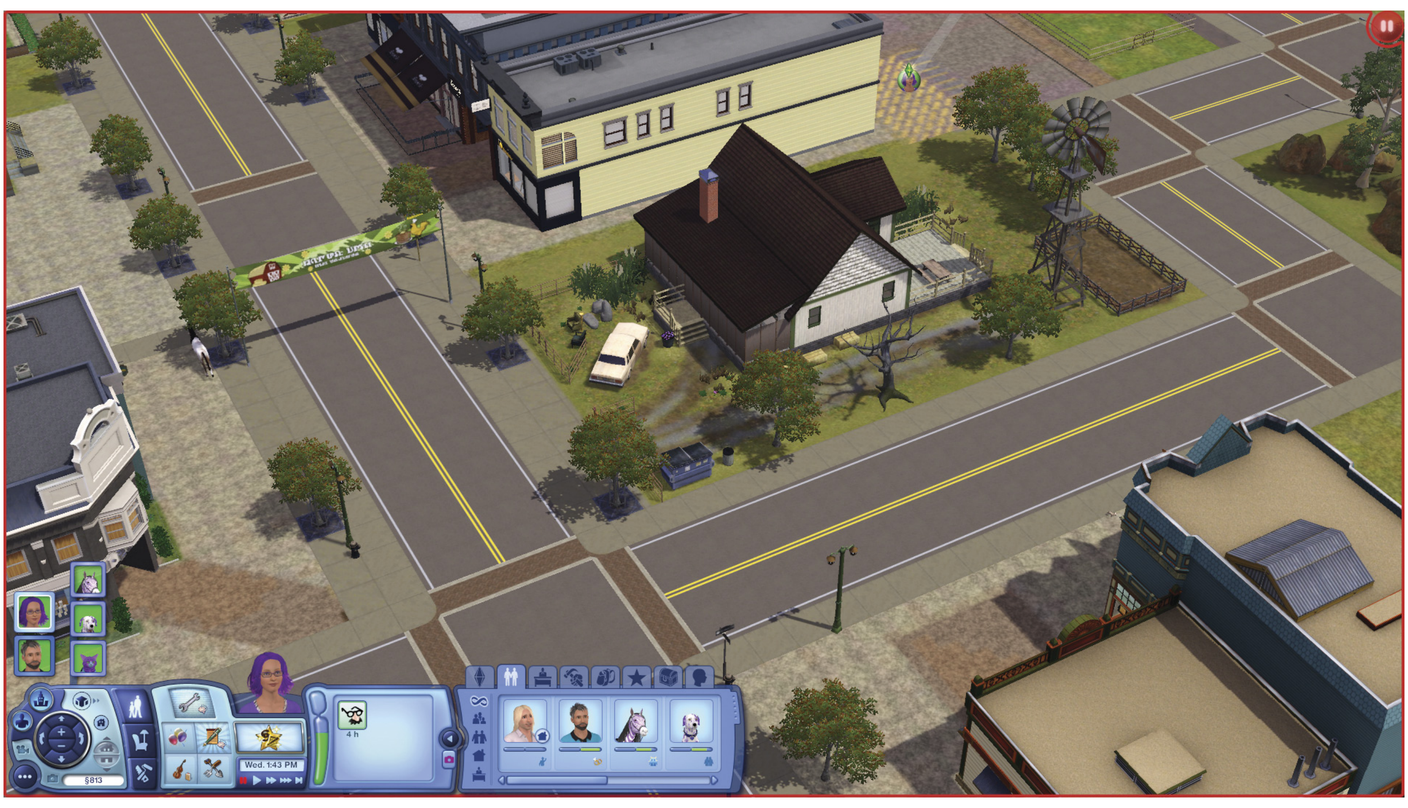
Appaloosa Plains is a great place to have pets. There are special dog and cat parks to take your pets for play dates or socializing.

A beach park is just made for long sunset rides, and lovely parks and fishing holes offer natural places to stroll, enjoy nature, or meet other outdoorsy Sims and pets.

Even modest houses in the suburbs have huge yards, perfect for large families with lots of pets. You could even have your own horse ranch.

The downtown architecture has an old west charm with a new money feel. The city center offers all the basic services and job venues in a compact and walkable area.

Many of the historic downtown buildings now house multiple businesses, so your Sims can enjoy all the urban delights, while still having plenty of wide open spaces nearby.

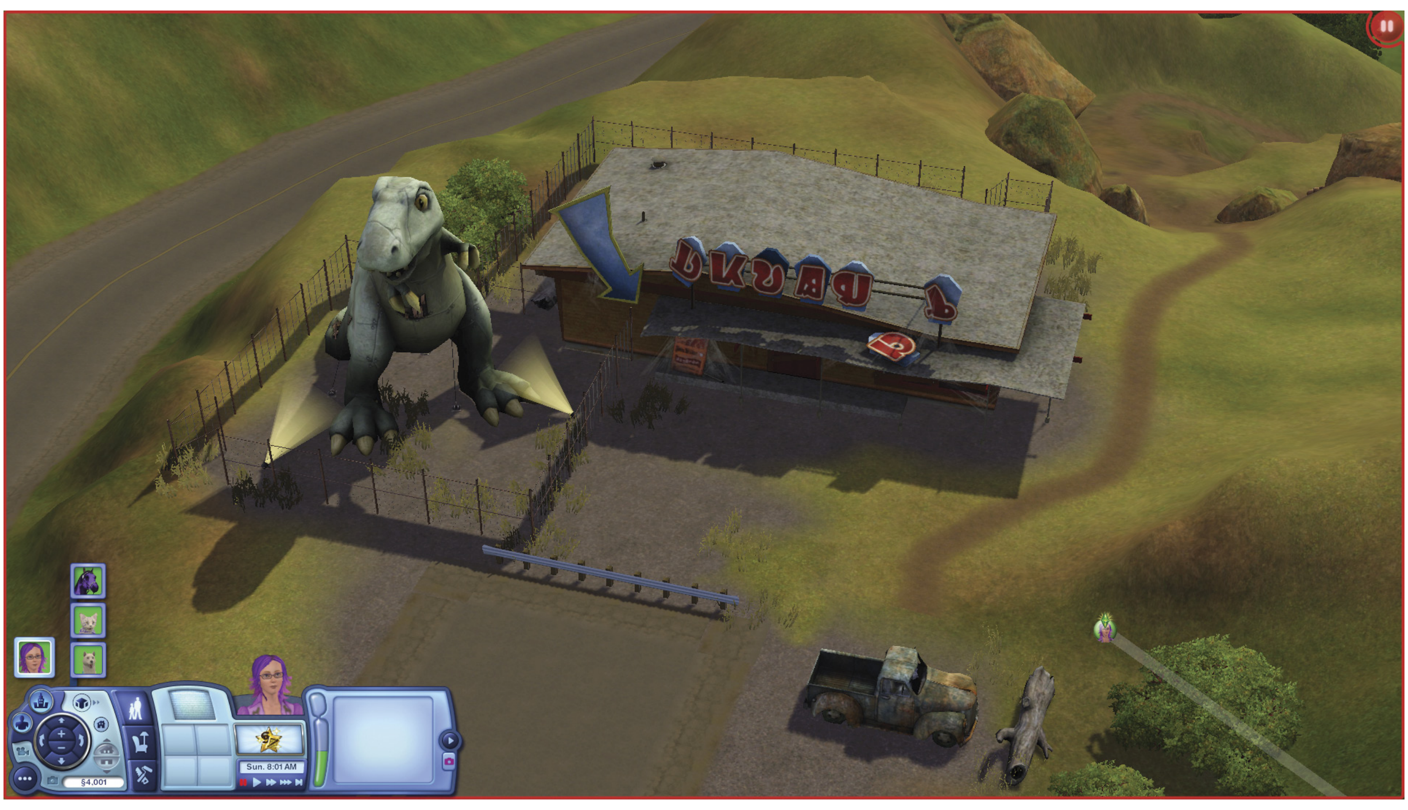


Some folks cling to their old, rural ways, even in the face of expanding gentrification.

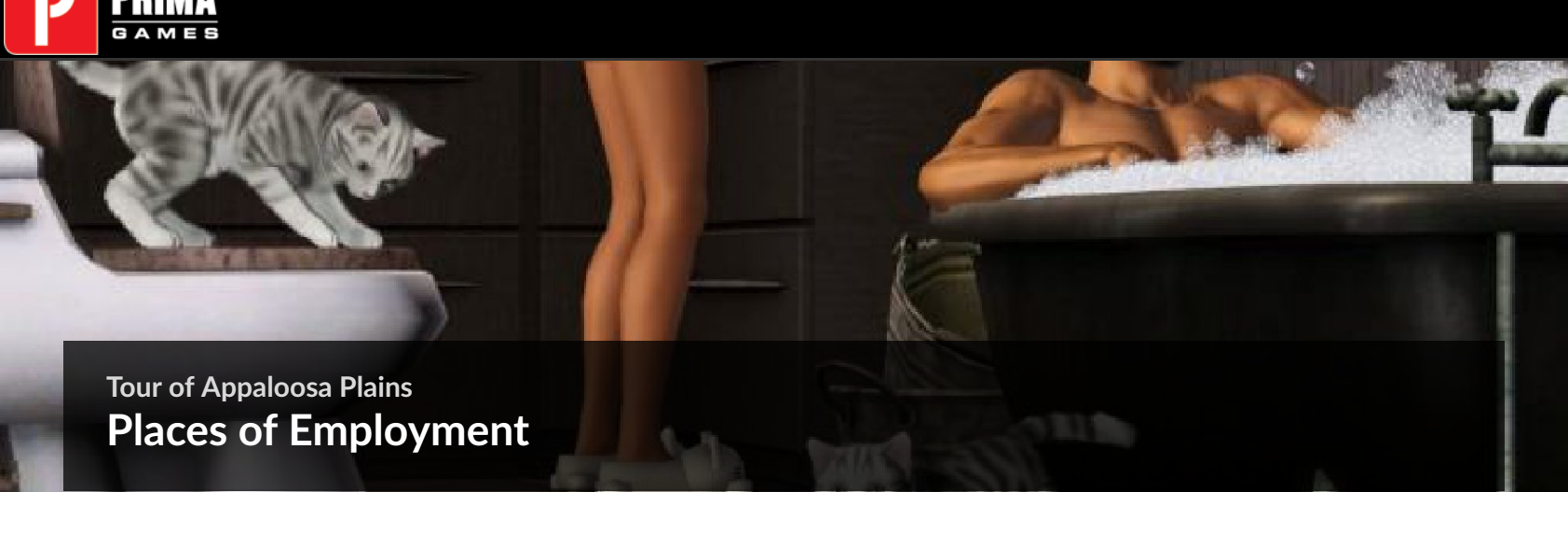
Note

Depending on what expansion packs you have installed, you'll be prompted to place additional buildings, such as clubs, junkyards, consignment store, or salons.

Appaloosa Plains has areas already zoned and set aside for them.



This decaying tourist trap is a reminder of Appaloosa Plains' more modest past.

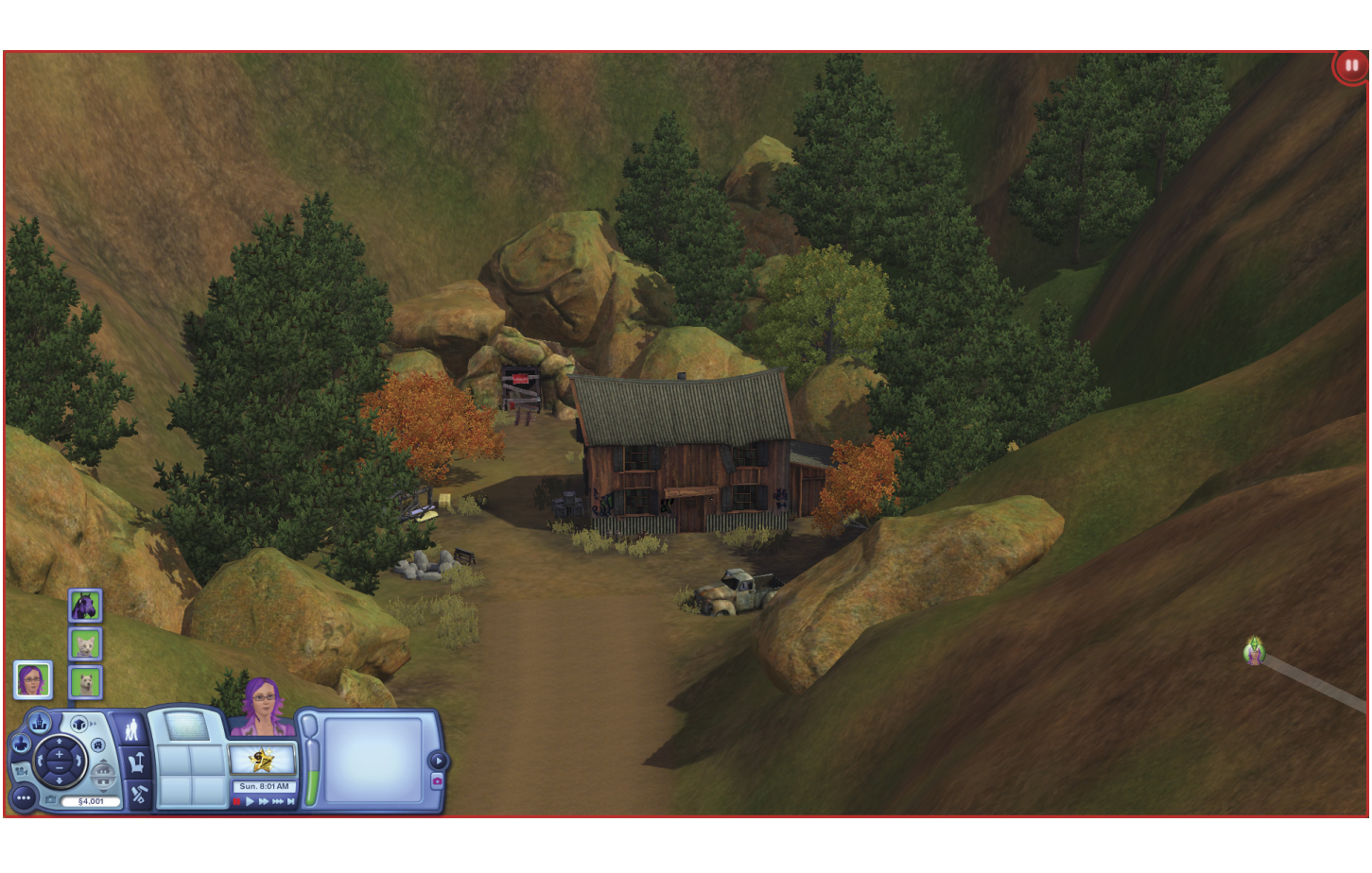


Tour of Appaloosa Plains

Places of Employment

Click here for interactive maps

Rustler's Den

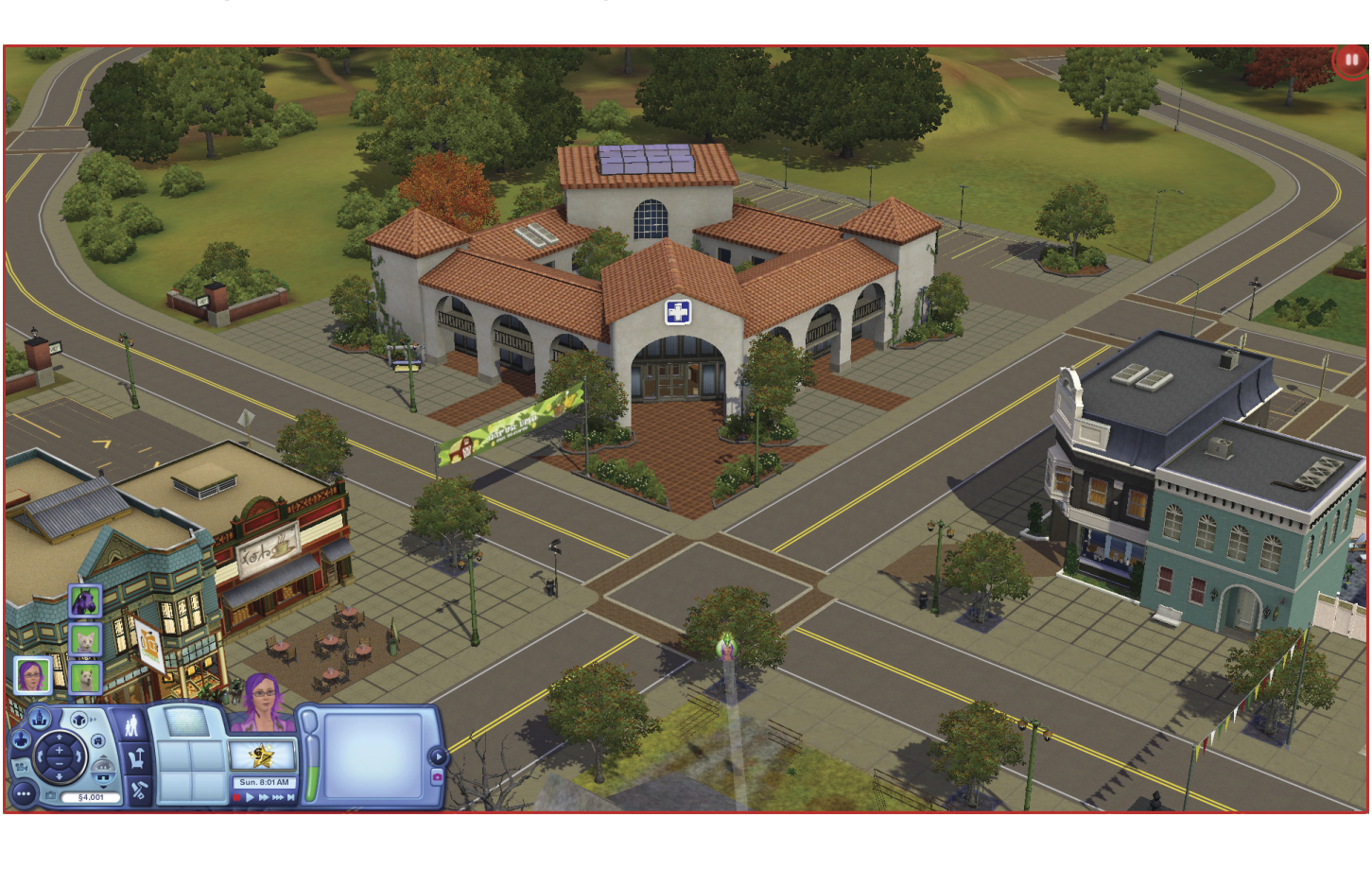


Interactions

- Join Criminal Career
- Raid Warehouse (Special Agents only).

This abandoned mine works looks like a dangerous place. But surely it's been deserted and boarded up for years. Then why is there fresh hay in the hitching post? Go here if you seek a career in the Criminal field.

Wolfson's Hospital and Research Facility



Science Lab Interactions

- Join Science Careers
- Attend Gardening Class (§320)
- Attend Logic Class (§400)

Tour Science Lab

- Donate Insects to Science
- Hospital Interactions
- Join Medical Career
- Get Plastic Surgery

Plastic surgery is an exciting (and somewhat risky!) new option introduced in The Sims 3: Pets. Now Sims can check into the hospital to have a little work done.

Plastic surgery options are:

- Cheap Facial Beautification (§950)
- Expensive Facial Beautification (§2,800)
- Cheap Body Modification (§1,100)
- Expensive Body Modification (§3,250)

When you opt for plastic surgery, you're whisked into a modified Create a Sim, where you can change many aspects of your face and body. And most of the time, you get exactly what you expect. But surgery can go awry also! Sometimes things go horribly wrong. If so, you'll see other options on the menu.

If you have the misfortune to have an operation go bad, you'll get a message saying: "Something went horribly wrong! The surgeons must have forgotten their glasses because they made all kinds of crazy changes!"

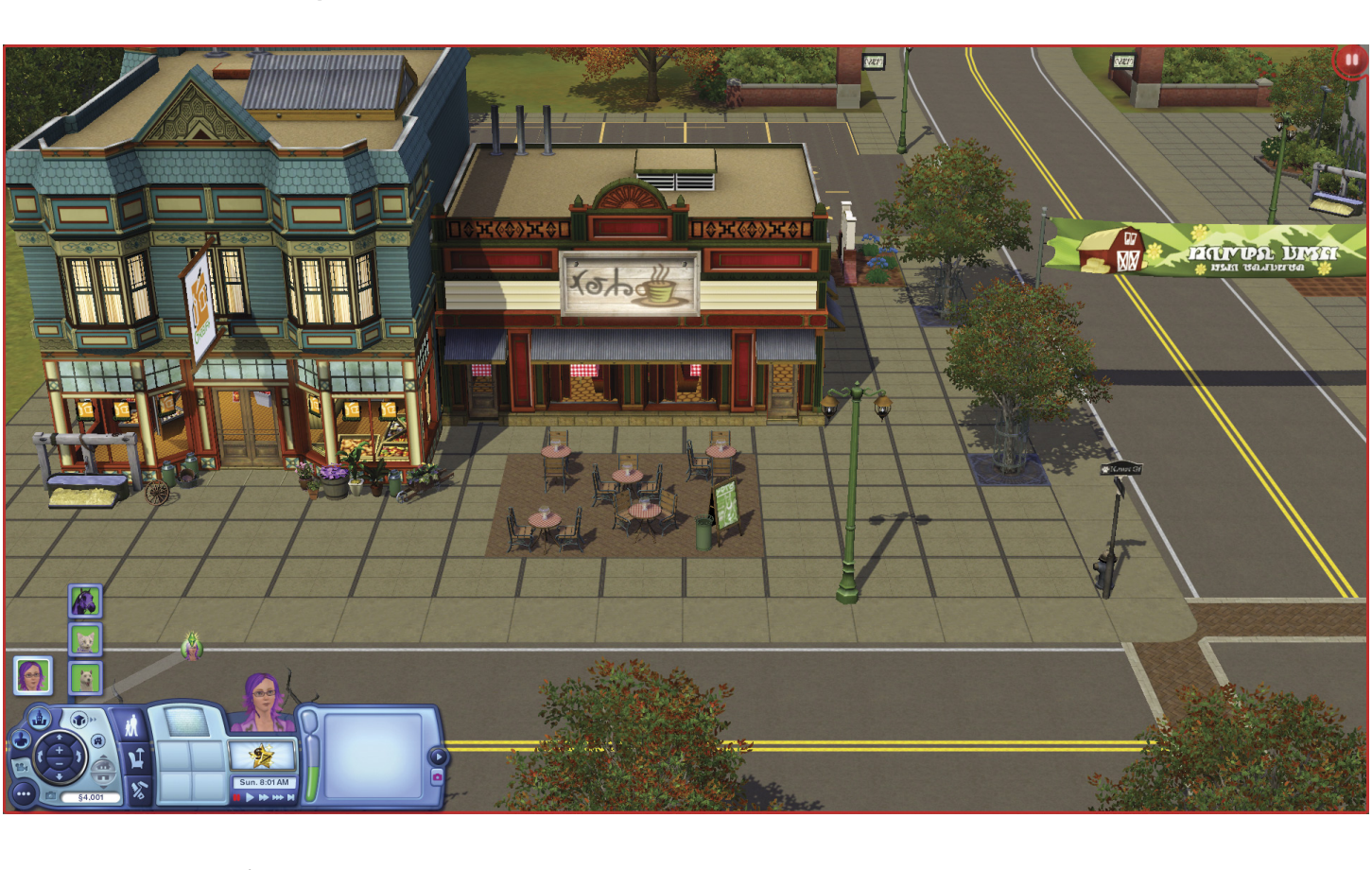
At this point, another option becomes available:

- Corrective Face Surgery (§2,050)
- Corrective Body Surgery (§2,275)

A botched nose job is so embarrassing!

Find more coverage of plastic surgery in the New Simology chapter.

Darris Teeter Grocery and the Koffi Cafe



Grocery Store Interactions

- Shop for Groceries
- Get PartTime Job
- Attend Fishing Class (§400)

The only new thing you can buy at the grocery store is carrots for §11. Buy carrots to feed to your horse. Better yet, buy carrots so you can plant them and always have plenty for your horse.

Otherwise, the Darris Teeter Grocery sells all the same familiar produce, ingredients, and housewares.

Total Supermarket Inventory

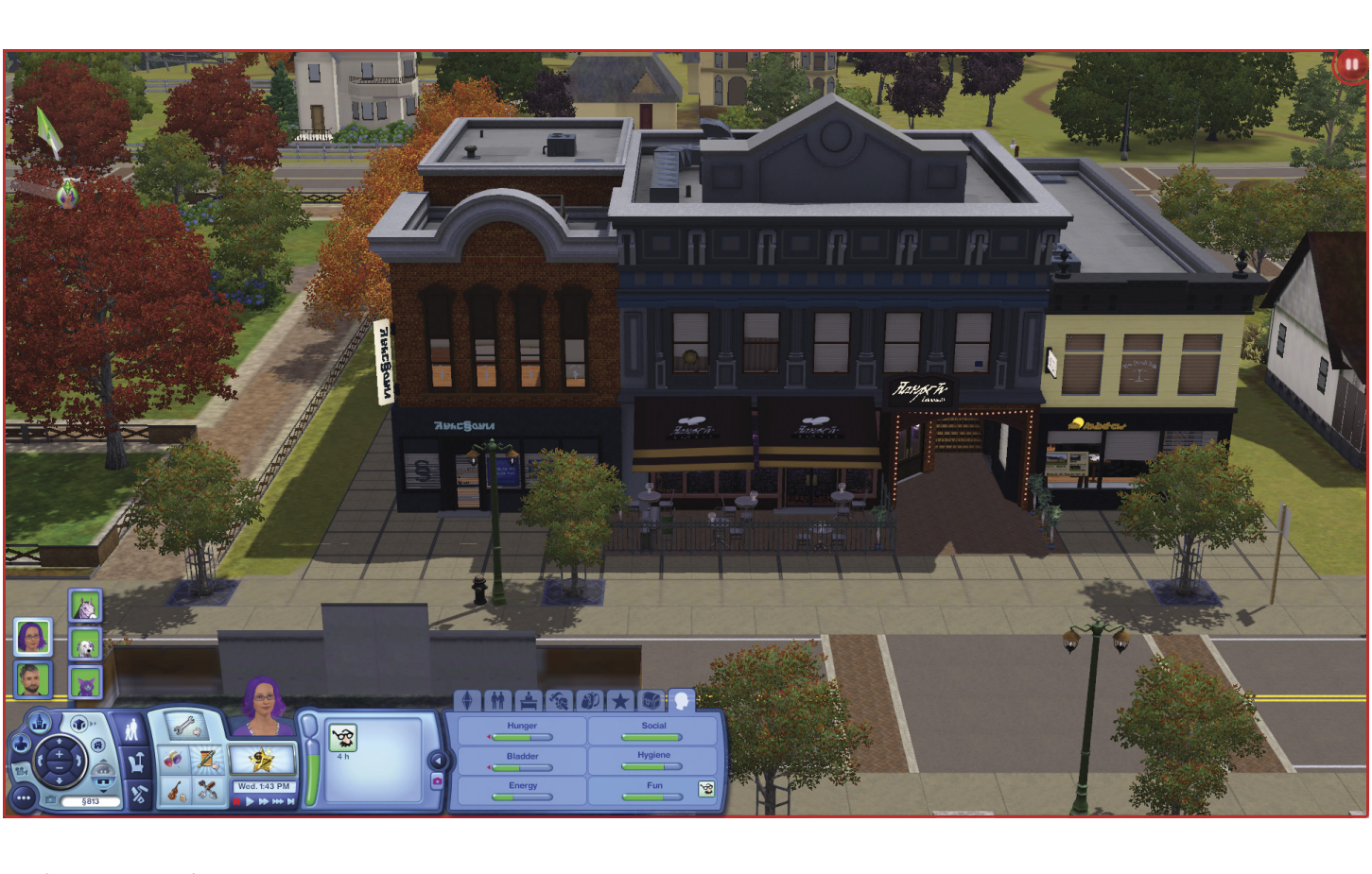
Item	Price
Tomato	3
Lettuce	3
Anchovy	4
Grapes	4
Apple	4
Alley Catfish	4
Goldfish	4
Links	5
Cheese	6
Rainbow Trout	6
Kissing Gourami	6
Egg	7
Onion	7
Potato	7
Tuna	8
Lime	9
Watermelon	9
Salmon	10
Carrots	11
Swordfish	12
Bell Pepper	12
Garlic	15
Patty	16
Lobster	17
Birthday Inferno Birthday Cake	20
White Flowers	20
Roast	20
Pink Flowers	20
Red Flowers	20
Steak	20
Forever Wedding Cake	20
Purple Flowers	20
Yellow Flowers	20
Plasma Fruit	20
Ducksworth of Bathington	26
MoodLite Candle	43
World's Brew Bubble Bath	65

Diner Interactions

- Join Culinary Career
- Eat Here
- Get Drinks
- Attend Cooking Class (§400)

The diner has a lovely outdoor seating area. Have a pleasant meal and watch Sims and their pets stroll by. You might even spot wild horses or deer.

Hueber Associates & Kim Gould's Steakhouse



Business Interactions

- Join Business Career
- Join Journalism Career
- Attend Writing Class (§400)

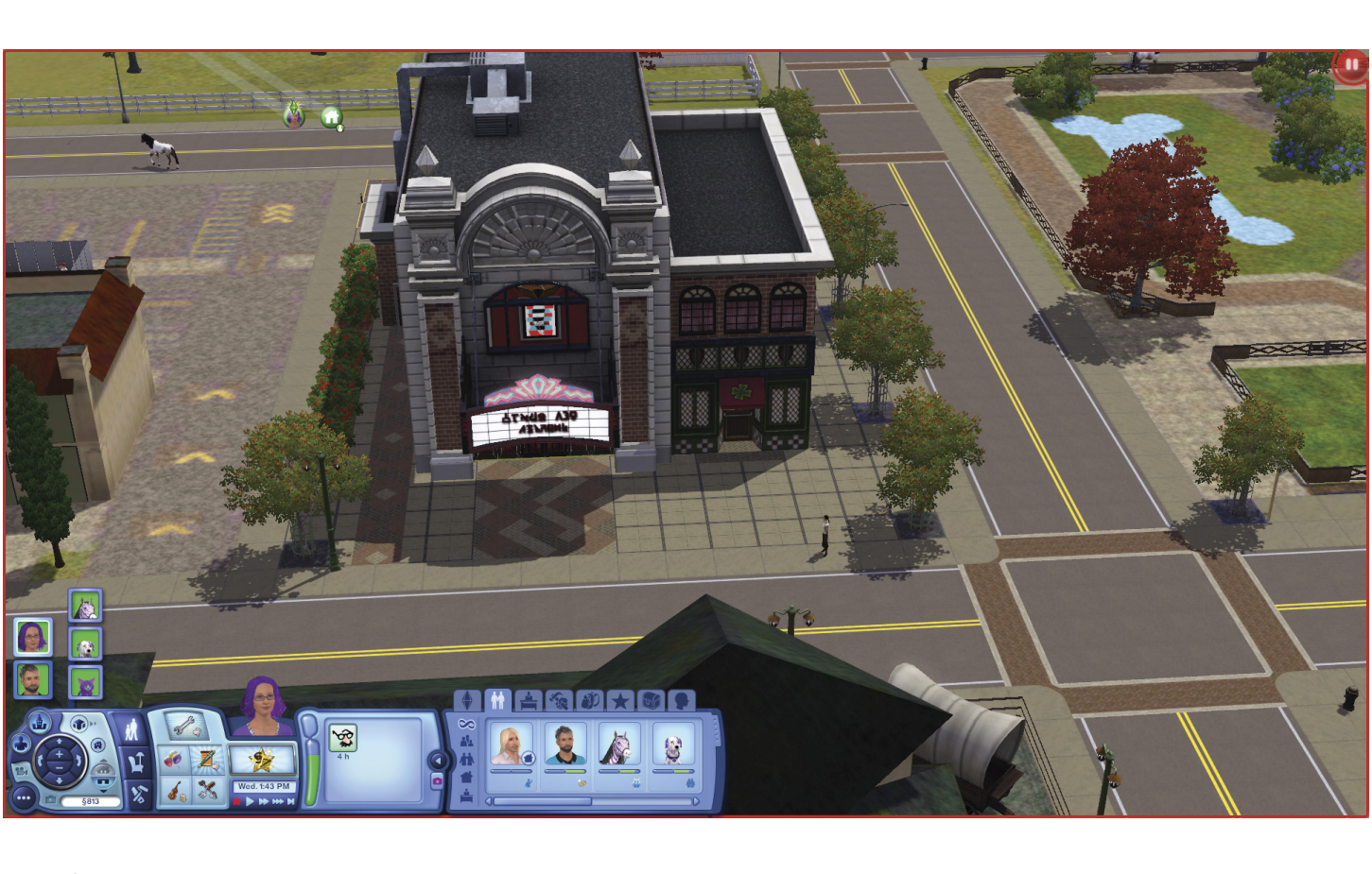
Restaurant Interactions

- Join Culinary Career
- Eat Here
- Get Drinks
- Attend Cooking Class (§400)

This portmanteau property has two venues in the same building. Visit this prominent downtown establishment to join a career, take a class, or enjoy a night of fine dining.

If you have Late Night installed, this is also where you'd come for a Mixology class.

Darris Teeter Art Theater



Next show at 12:00 PM

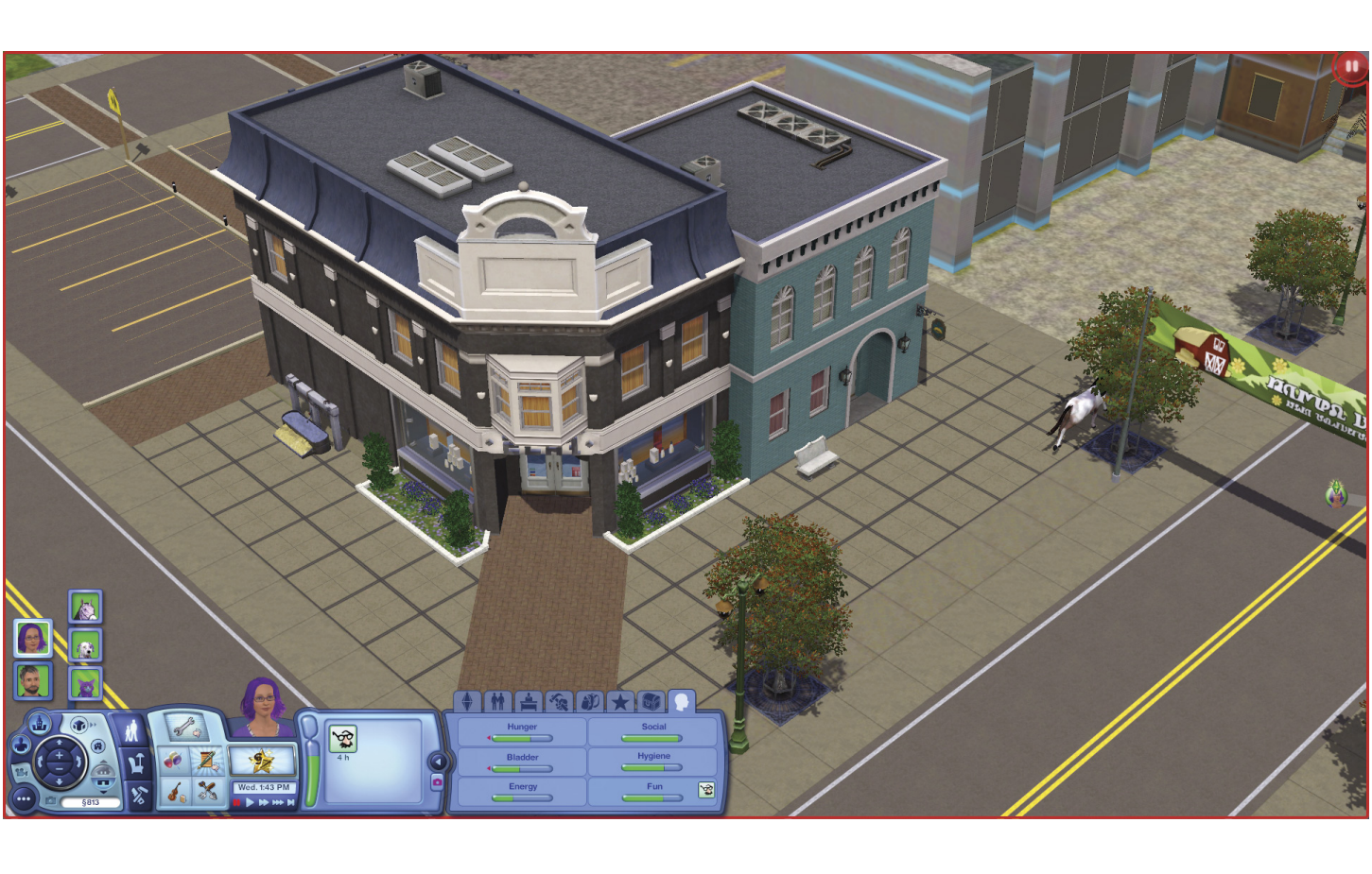
Interactions

- Join Music Career
- Tour Theater
- Attend Guitar Class
- See Movie (§40)

The Darris Teeter Art Theater is in the heart of downtown, between the dog park and the gym, and across from the art museum. Go here if a career in music awaits your Sim, or pop in for a movie to boost your Sim's mood. You can also tour the theater.

If you have Late Night installed, this is also where you take classes in the other instruments.

Walls Book 'n Bath LLC



Day Spa Interactions

- Get PartTime Job as a Spa Specialist
- Get PartTime Job as a Receptionist
- Get Massage: Quick Shiatsu Massage (§50)
- Relaxing Swedish Massage (§250)
- Deep Tissue (§500)
- Get Facial: MiniFacial (§50)
- Mud Facial (§200)
- Seaweed Facial (§500)

Body Treatments:

- Steam Bath (§250)
- Salt Scrub (§750)
- Volcanic Clay Bath (§1,500)
- Packages: Great Escape (§1,000)
- Relaxing Rendezvous (§3,000)
- Soothing Salvation (max. price §7,500).

Tip

Depending on what expansion packs you have installed, you may see more options at the Day Spa.

After a hard day in the saddle, Sims are ready for a little pampering at the day spa. Prices for these various personal treatments range from §50 to §7,500, but the more expensive the service, the longer the effects last. Moodlets from the day spa include benefits like Smooth Skin and Completely At Ease. These moodlets can last for days, too, giving you real bang for your buck.

The day spa offers two parttime jobs also. The pay isn't spectacular, but the hours are perfect for Sims with other pursuits.

Bookstore Interactions

- Shop for Books (prices vary)
- Get a PartTime Job.

The bookstore in Appaloosa Plains contains all the familiar books from The Sims 3 and any expansion packs you already have installed. But there are three new books as well, so you Sim can get a leg up on learning the Riding skill.

Total Bookstore Inventory

General

Game Expansion	Title	Genre/Skill Level	Price
S3	Point Farmer: The Story of Grant Rodiek	Autobiography	25
S3	The Warlock of Palladia	Fantasy	35
S3	Where's Bella?	Children's	40
S3	The Adventues Of Raymundo	Children's	50
S3	Murder In Pleasantview	Mystery	65
S3	A Magnetic Attraction	Trashy	80
S3	Commitment Issues	Drama	130
S3	Stragedy and Other Messterpieces	Humor	135
S3	Zombies? Zombies!	SciFi	180
S3	Totally Preggers: An Expecting Mother's Tale	NonFiction	200
S3	Abstract with Turkey	Fiction	210
S3	Unicorns for Audrey	Fantasy	210
S3	Exit at Powell	Satire	230
S3	Gpod	SciFi	250
S3	Baby Incoming: Preparing with Vigilance	NonFiction	300
S3	The Economy	Political Memoir	310
S3	How To Spin Plates	NonFiction	360
S3	Game of Thorns	Mystery	405
S3	The Crumplebottom Legacy: A Tale	Historical	480
S3	I'm Still Cool	Humor	535
S3	Thunking	Fiction	580
S3	Llama Rights	Historical	610
S3	Special Snowflake	Romance	705
S3	On the Margins	Satire	780
S3	The Point of Pointilism	NonFiction	875
S3	Not Expecting Much	Vaudeville	940
S3	The Noble History of Socks	Biography	1000

Skills

Game Expansion	Title	Genre/Skill Level	Price
S3	Cooking Vol. 1: Too Much Salt!	Cooking 0	50
A	Inventing Vol. 1: Nuts and Bolts	Inventing 0	50
S3	Handiness Vol. 1: Unplug It First!	Handiness 0	50
S3	Logic Vol. 1: Knights vs. Bishops	Logic 0	50
LN	Mixology Vol. 1: It's All in the Pour	Mixology 0	50
P	Riding Vol. 1: Zen and the Art of Not Falling Off a Horse	Riding 0	50
S3	Charisma Vol. 1: Fixing the Friend Problem	Charisma 0	350
S3	Gardening Vol. 1: The Watercan Chronicles	Gardening 0	350
S3	Cooking Vol. 2: Why You Need Baking Soda	Cooking 3	500
A	Inventing Vol. 2: Create & Detonate	Inventing 3	500
S3	Logic Vol. 2: To Xor or Not to Xor	Logic 3	500
LN	Mixology Vol. 2: Shaken or Stirred? That is the question!	Mixology 3	500
S3	Gardening Vol. 2: Odor Free Fertilizer	Gardening 3	500
S3	Charisma Vol. 2: Talking to Anyone	Charisma 3	500
S3	Handiness Vol. 2: Turn off the Water	Handiness 3	500
P	Riding Vol. 2: The Galloping Guru	Riding 3	500
LN	Mixology Vol. 3: Strategic Drink Mixing for Professionals	Mixology 6	750
S3	Logic Vol. 3: 3.14159265	Logic 6	750
S3	Gardening Vol. 3: Gardening to Riches	Gardening 6	750
A	Inventing Vol. 3: Inside the Robot Mind	Inventing 6	750
S3	Cooking Vol. 3: Yummy and Delicious	Cooking 6	750
S3	Charisma Vol. 3: Becoming Irresistable	Charisma 6	750
S3	Handiness Vol. 3: Puddles and Electricity Don't Mix	Handiness 6	750
P	Riding Vol. 3: Sunsets and Other Fun Things to Ride Into	Riding 6	750

Sheet Music

Game Expansion	Title	Genre/Skill Level	Price
LN	In My Truck	Bass 5	100
LN	Howdy Means Hello	Drums 5	100
LN	Summer Hayrides	Piano 5	100
S3	Yes Ma'am, I Do	Guitar 5	100
LN	Cha Cha Cha Ching	Bass 6	250
S3	Flamenco Fever	Guitar 6	250
LN	Nicolas's Fresco Impromptu	Piano 6	250
LN	Dancing Duel	Drums 6	250
LN	Wilkinson's Bay Sonata	Piano 7	425
LN	Subway Glances	Bass 7	425
S3	A Perfect Moment	Guitar 7	425
LN	If Only I Had Known	Drums 7	425
LN	Peanut Butter and Jelly Blues	Piano 8	600
LN	Feeling Cheated	Bass 8	600
LN	Be Bob Blues	Drums 8	600
S3	Improvise Here and Now	Guitar 8	600
LN	Gobo Trance	Bass 9	1400
LN	The Awesome Song	Drums 9	1400
LN	Roland Forbearance	Piano 9	1400
S3	Dream Escape	Guitar 9	1400

Childhood Development

Game Expansion	Title	Genre/Skill Level	Price
S3	Counting for Those Who Cannot		50
S3	Finger Painting 101		50
S3	Jimmy Sprocket and the Squishy Stone		50
S3	Bluish Eggs with a Side of Pastrami		50
S3	Squares are Not Triangles		125
S3	Frank I'm Not		125
S3	Handprints of the Masters		125
S3	Jimmy Sprocket and the Chalice of Lichens		125
S3	Being Smart for Fun and Profit		210
S3	Jimmy Sprocket and the Escape from "Fun" Land		210
S3	Don't Stay Within the Lines		210
S3	Oh the Destinations You'll Briefly Visit		210

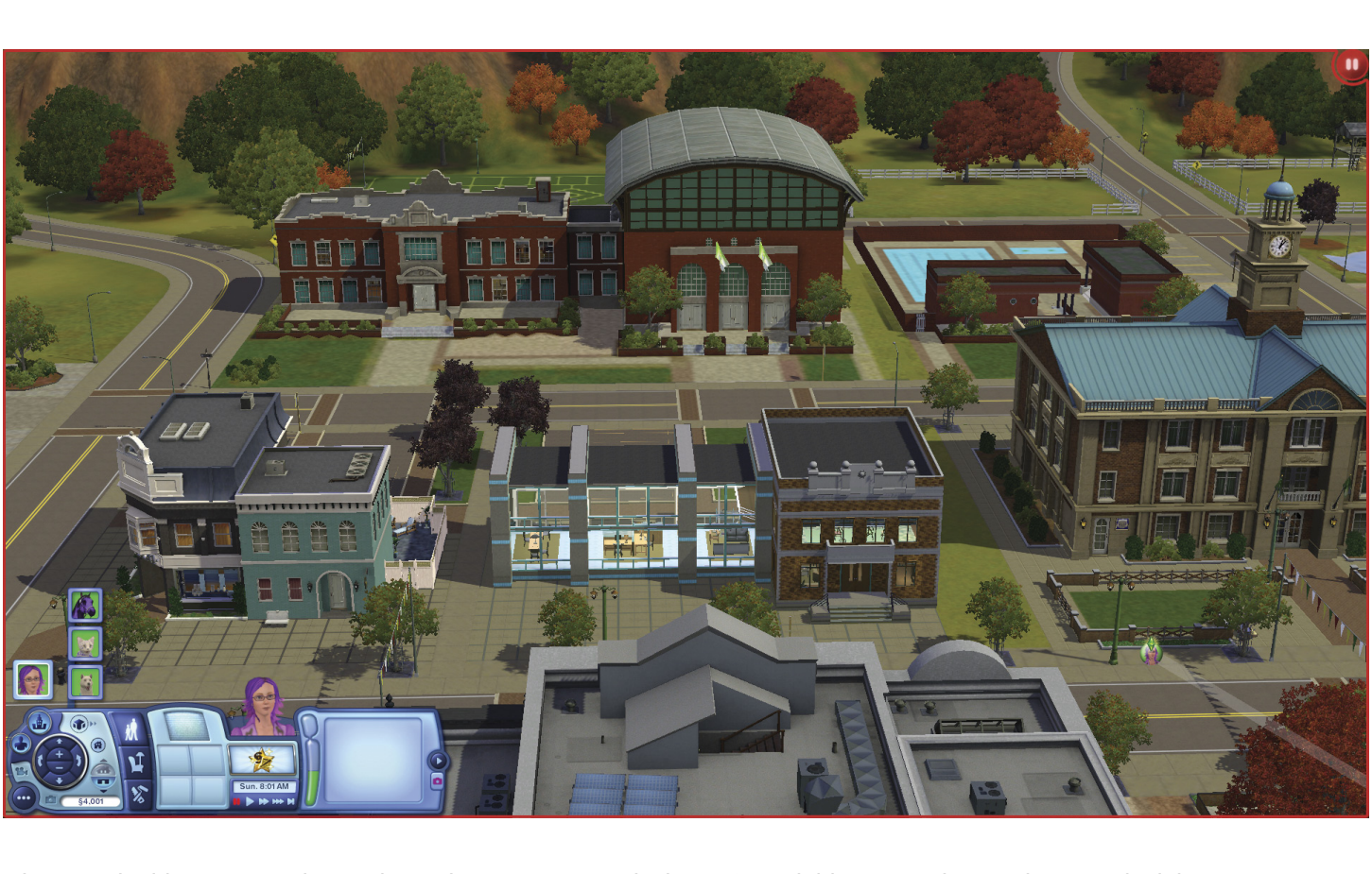
Fishing

Game Expansion	Title	Genre/Skill Level	Price
S3	The Wee Swimmers: Reeling Anchovy and Minnow	Fishing 1	50
S3	The Whiskered Deep: Catfish and You	Fishing 1	100
S3	All that Glitters is Goldfish	Fishing 1	200
S3	Gilled Tragedy: Trout and Clownfish Baiting Techniques	Fishing 2	300
S3	Sushi Swimmers: How to Catch Tuna, Salmon and Blowfish	Fishing 3	400
S3	Predators of the Deep: Piranha, Shark, and Swordfish Tips	Fishing 5	500
S3	Heavenly Delicacies: Hooking Angelfish and Lobster	Fishing 5	750
S3	Binary Fishing and Analog Bait for Robot Fish	Fishing 6	1400
S3	Fishing for the Dead: Deathfish and Vampire Fish on the Line	Fishing 7	2000

Recipes

Game Expansion	Title	Genre/Skill Level	Price
S3	Ratatouille	Cooking 1	25
S3	Fish and Chips	Cooking 3	50
S3	Cookies	Cooking 3	100
S3	Fruit Parfait	Cooking 4	200
S3	Cheesesteak	Cooking 5	300
S3	Cobbler	Cooking 6	450
S3	Eggs Machiavellian	Cooking 7	580
S3	TriTip Steak	Cooking 8	650
S3	Stuffed Turkey	Cooking 9	800
S3	Baked Angel Food Cake	Cooking 10	1000
S3	Ambrosia	Cooking 10	12000

Crestview School and Stadium



Like many buildings in Appaloosa Plains, this one serves a dual function. Children come here to learn, and adults come to enjoy concerts and professional sports events.

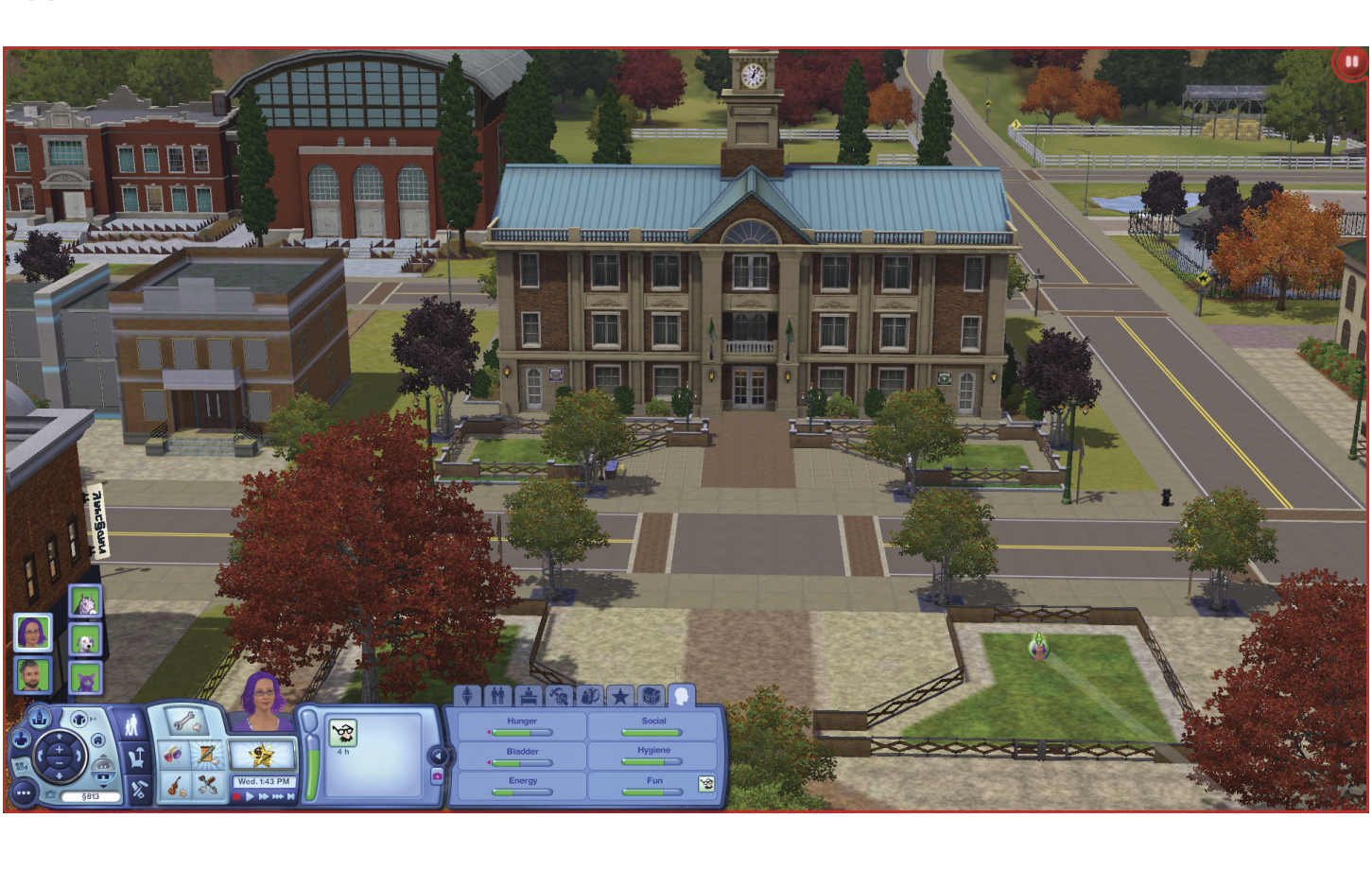
School Interactions

- Attend Painting Class (§400)

Stadium Interactions

- Join Professional Sports Career
- Attend Game (§60)
- Attend Concert
- Attend Athletic Class (§400).

Appaloosa Plains Civic Center



The beautiful civic center houses all three important civic offices: the City Hall, Police Station, and Military Command Center.

Whether you're joining a career, taking a tour, or attending a class, you'll find it all right in the middle of downtown in one convenient location.

City Hall Interactions

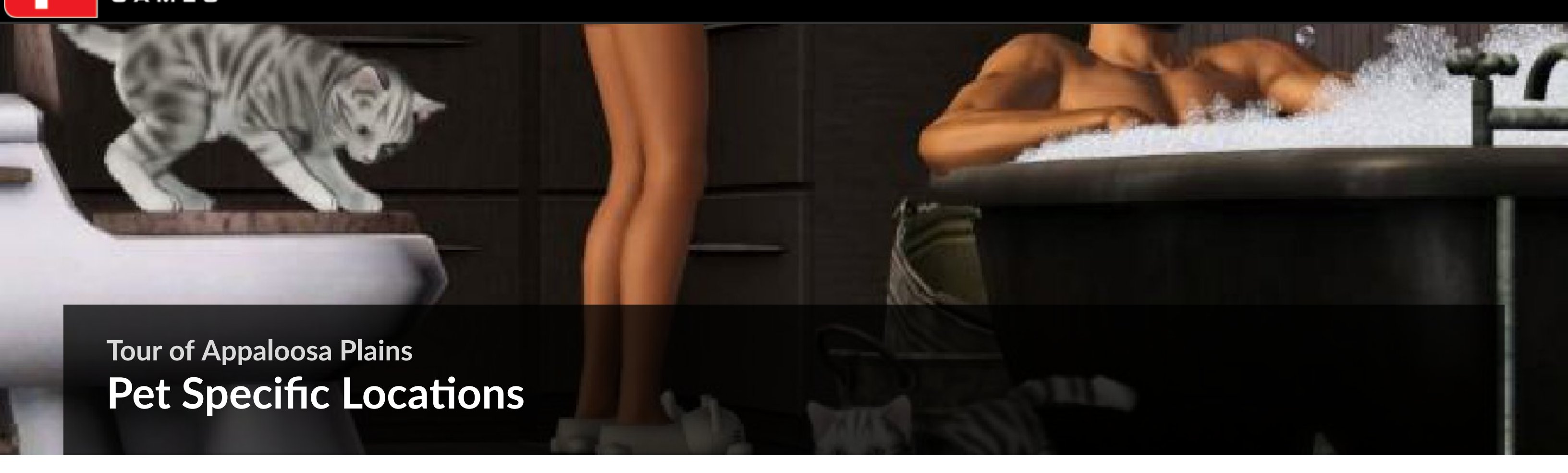
- Join Political Career
- Attend Charisma Class (§400)
- Tour City Hall.

Police Station Interactions

- Join Law Enforcement Career.

Military Interactions

- Join Military Career
- Attend Handiness Class (§400)
- Tour Command Center

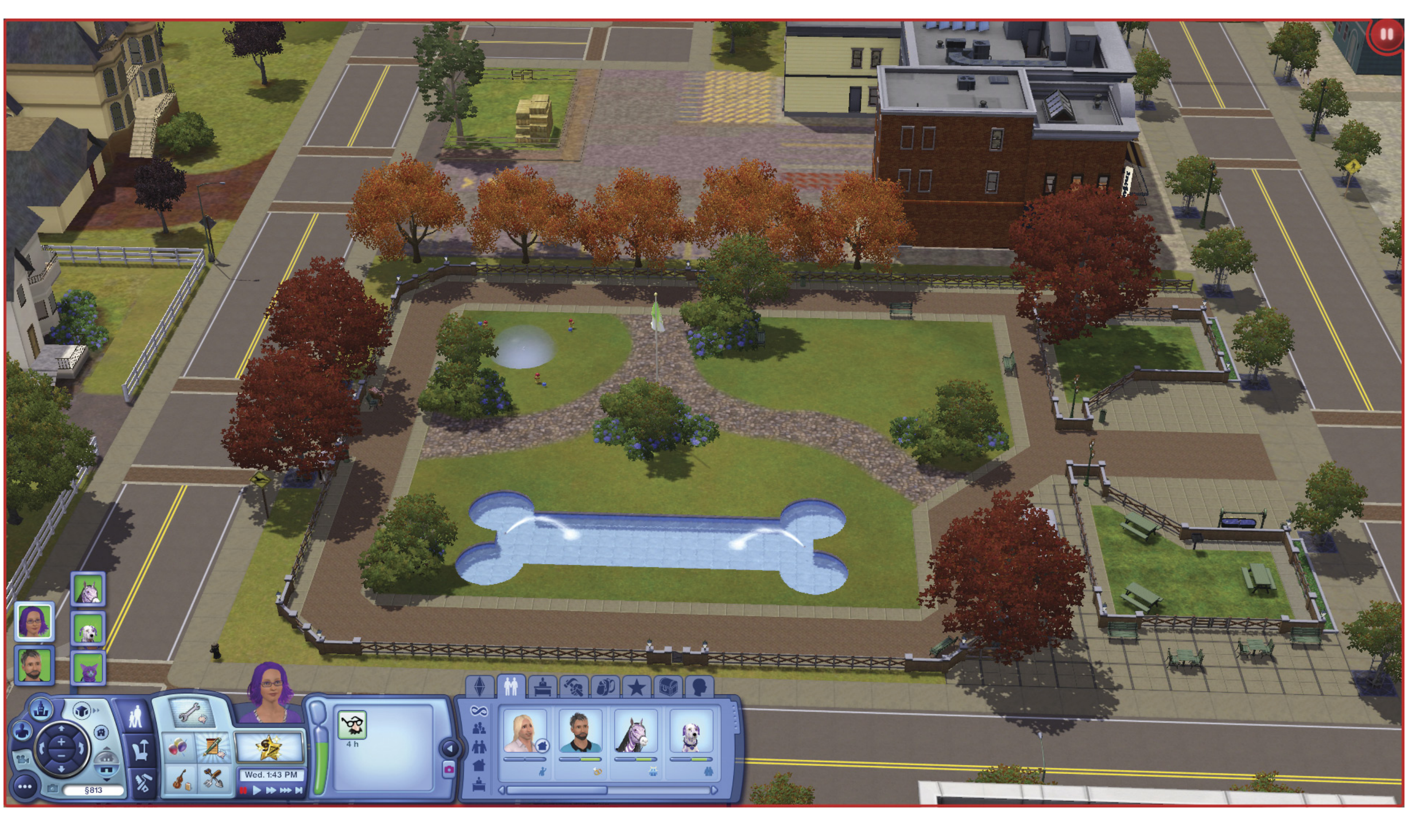


Tour of Appaloosa Plains

Pet Specific Locations

Click here for interactive maps

Dog's Day Town Plaza



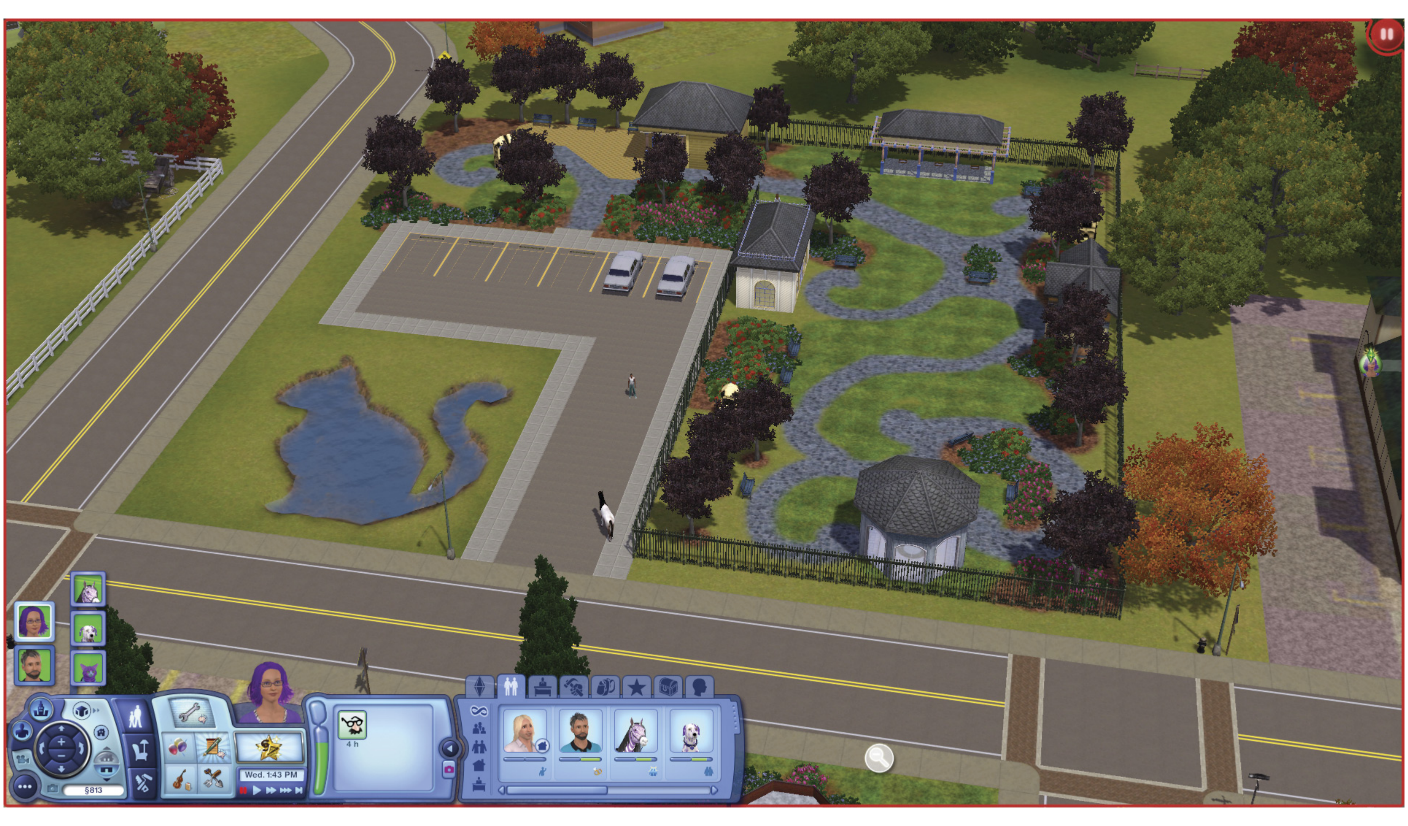
Visit to:

- Play with dog

- Meet other dog lovers

The dog park is just the place to bring your dogs. There's room for a rousing game of chase or fetch, there are plenty of hydrants for dogs to sniff, and there's even a bone shaped pool for dogs to swim around in. And if you're looking to meet other dog lovers, this is the best place in town. See the Dogs chapter for more details.

Novigan Community Cat Jungle



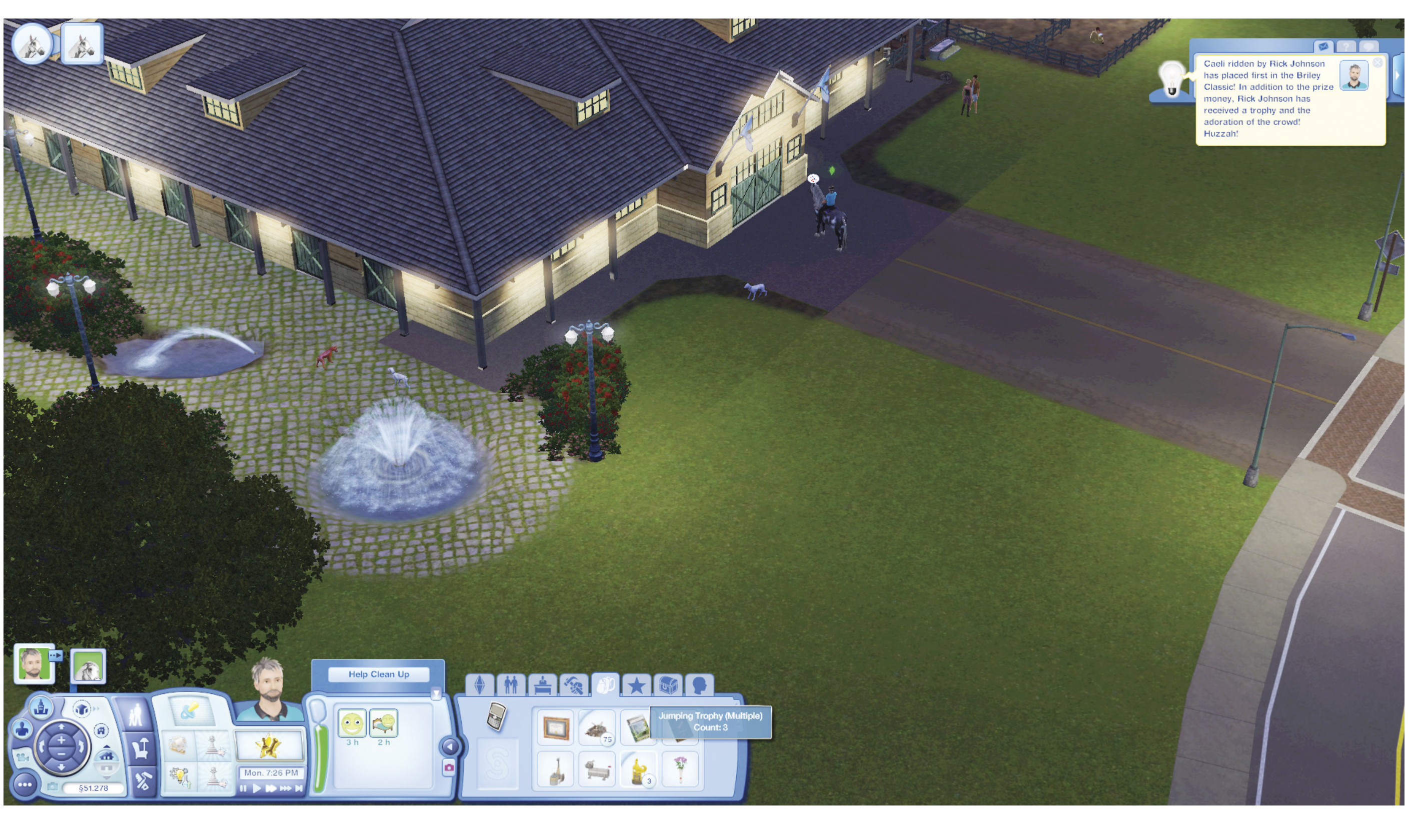
Visit to:

- Play with cat

- Meet other cat fanciers

Cat fanciers congregate here with their feline friends. Bring your cat to enjoy the company of other cats, hunt, or play with cat toys. And as you'd expect, this is the best place in town to meet other feline fanciers.

JRA International Equestrian Center



Next equestrian competition at...

Outside of downtown and close to the river, this is the place to enter your horses in competitions. Earn trophies and prize money if you and your horse are good enough! See the Horses chapter for full details about this exciting establishment.

Interactions

- Watch Equestrian Competition

- Attend Riding Class (§500)

- Enter Equestrian Competition

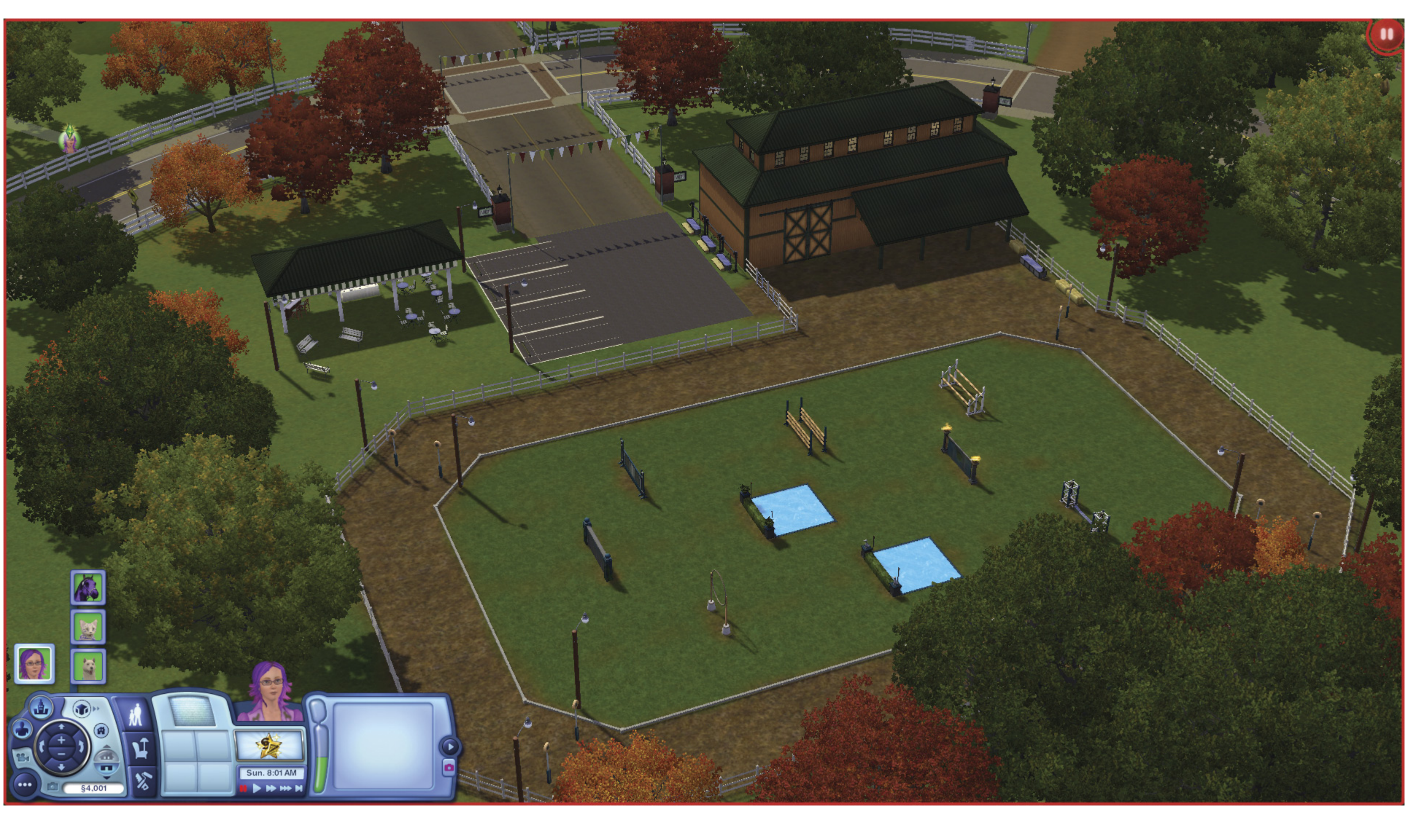
- Buy Horse

- Offer Stallion as Stud

- Sell Horse

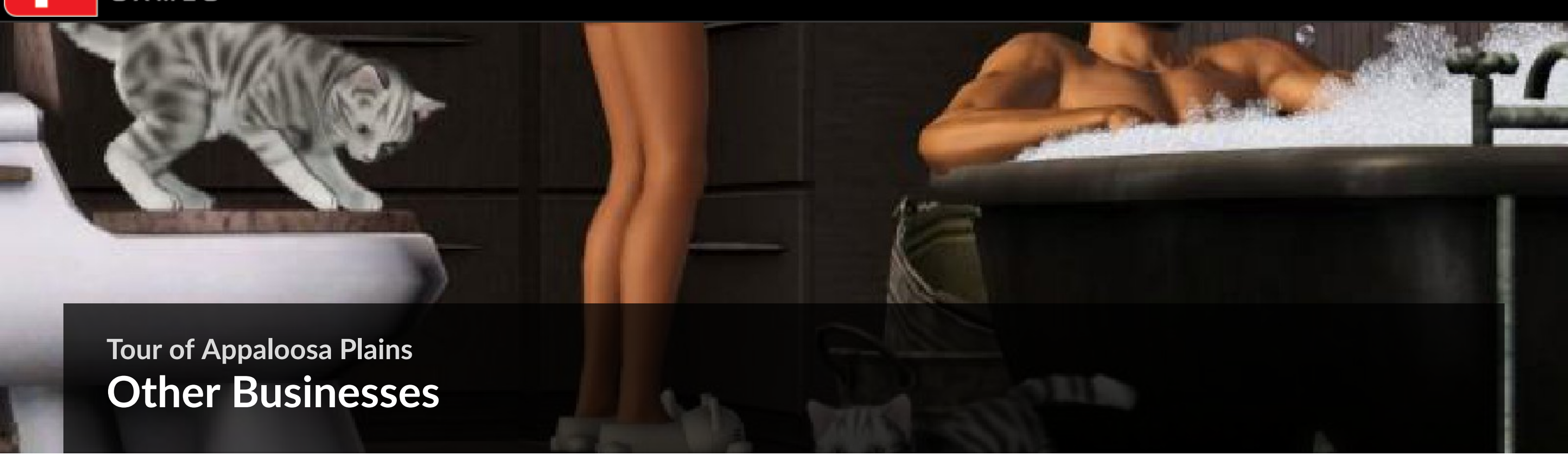
- Breed Mare.

Equestrian Regional Training Grounds



Conveniently located across from the Equestrian Center, this horse park has plenty of training tools so you can teach your horse to race or jump, and your Sim can learn to ride. You can also find hay, water, and salt licks here to refresh your horse after a long practice session. See the Horse chapter for more details.

If you have Ambitions *installed, you can also invest in any of these businesses.*

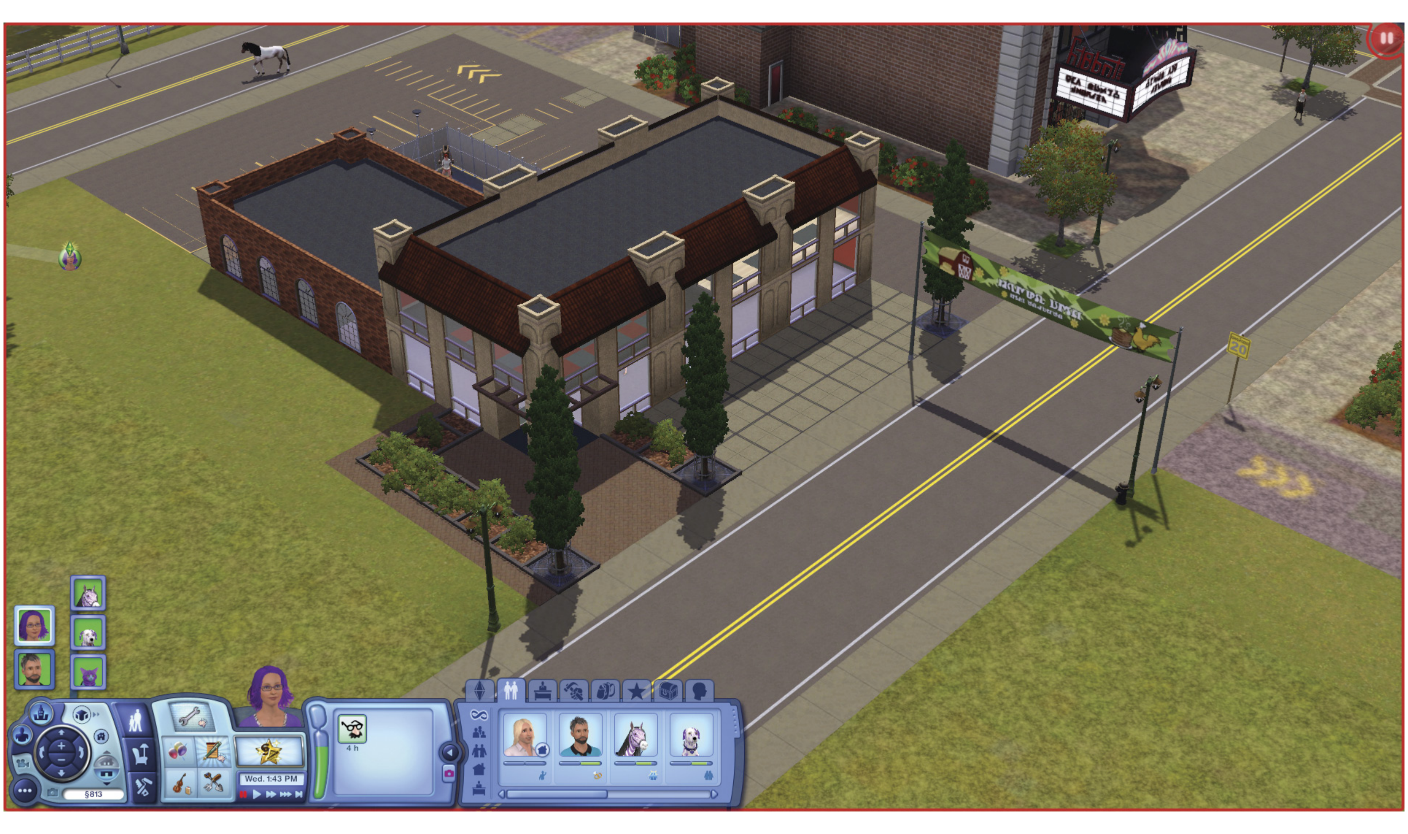


Tour of Appaloosa Plains

Other Businesses

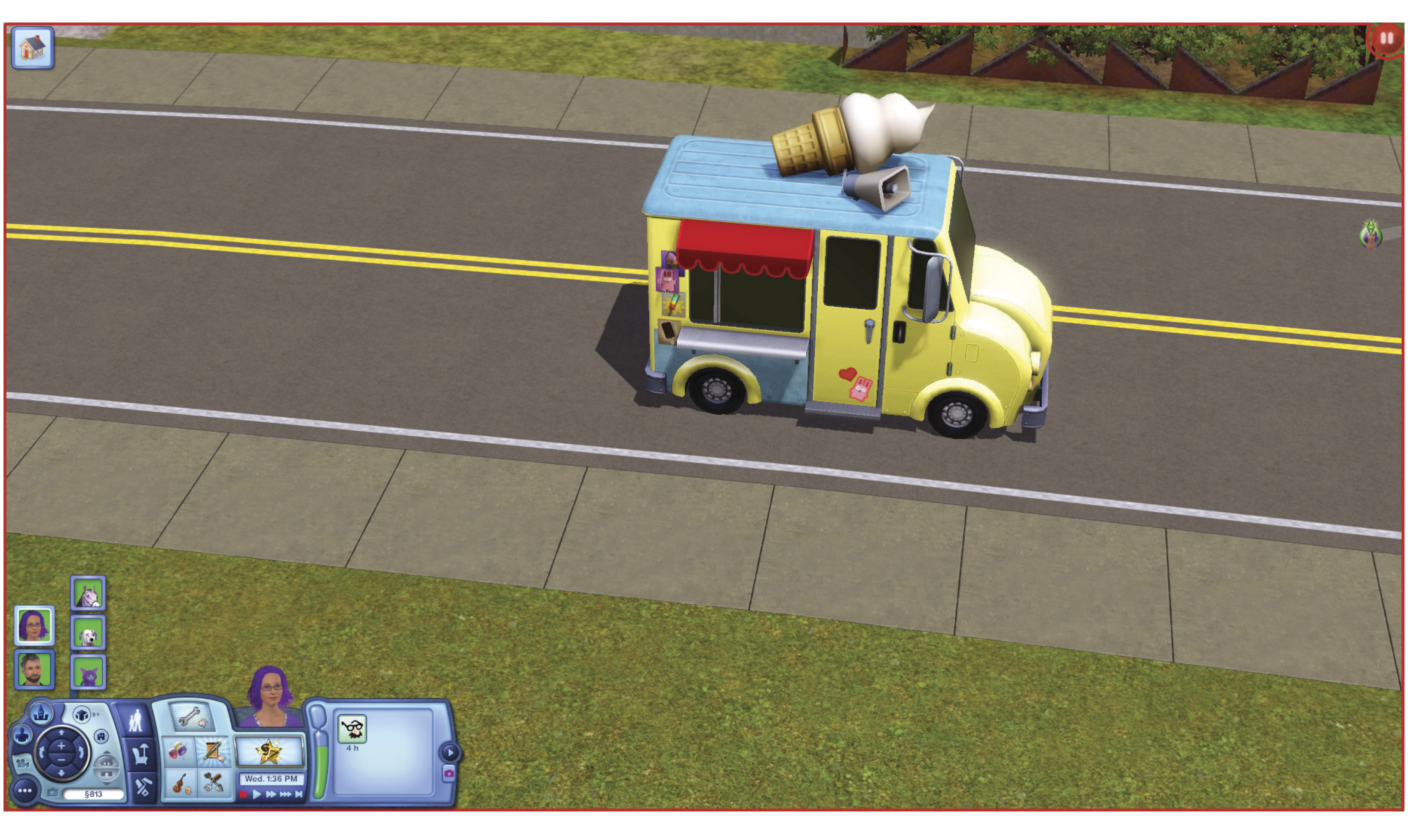
Click here for interactive maps

Swole on Fitness



If your pets don't give you enough of a workout, head down to the gym to use the exercise equipment.

Frosty Dreams



Appaloosa Plains has a mobile business: the ice cream truck! The Frosty Dreams truck roams around the neighborhoods.

Sims can buy and eat delicious frozen confections, like:

- Ice Cream Cone (§10)

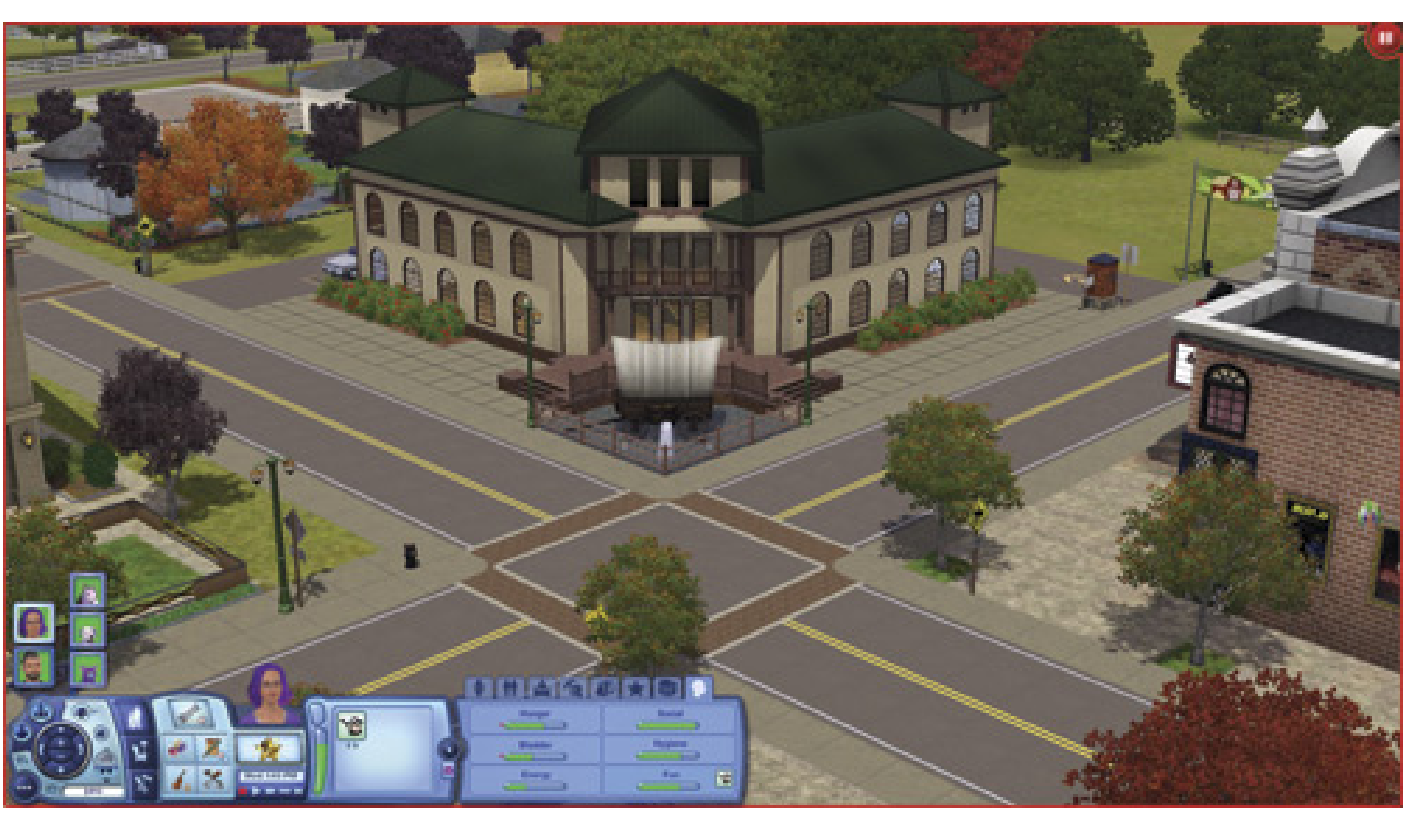
- Fudge Popsicle (§15)

- Colored Popsicle (§20)

- Freezer Bunny Popsicle (§25)

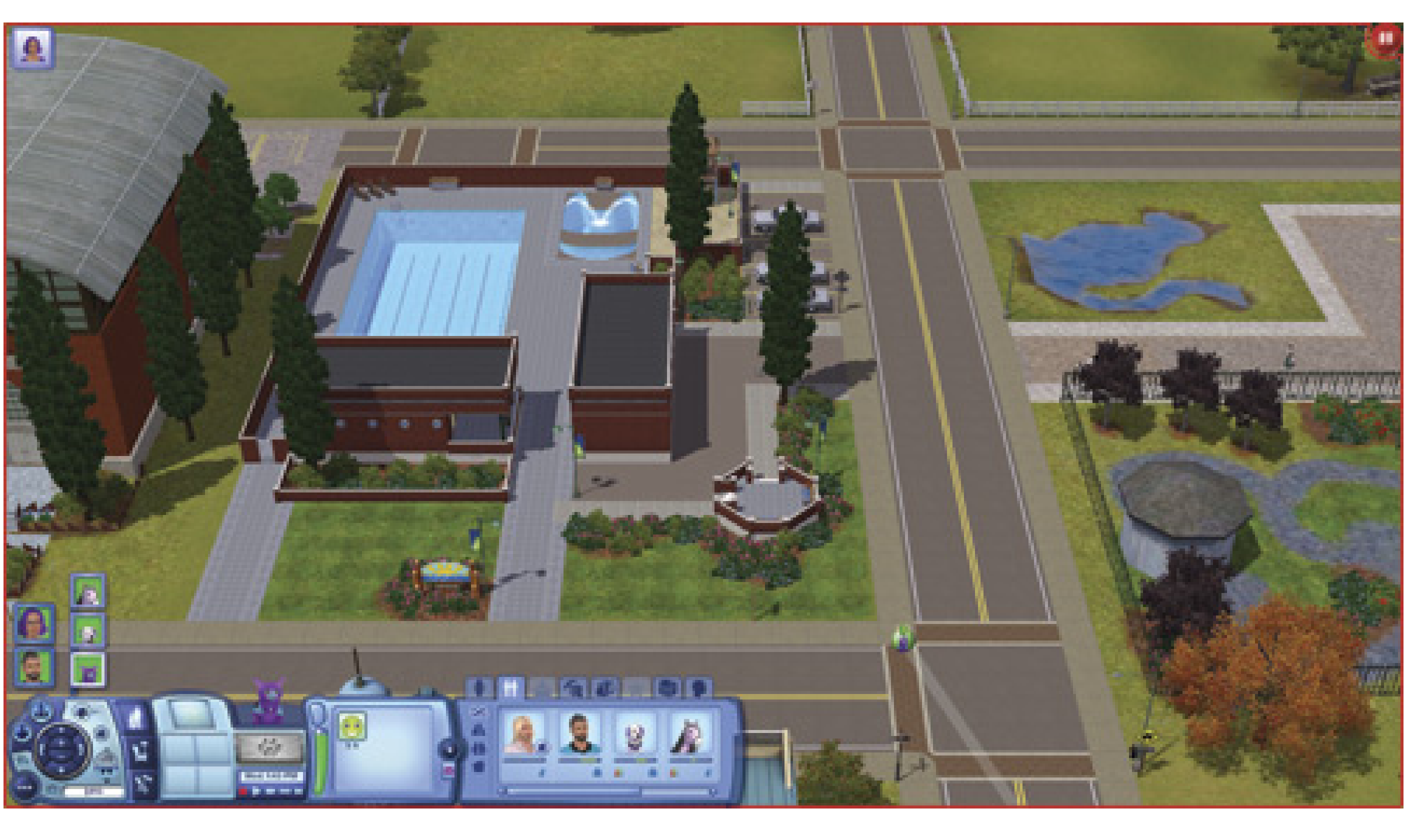
Of course, these frozen treats are delicious and a bit fattening! But they also can spark a variety of moodlets. You might get the Yummy Goodness positive moodlet but you could also get the negative Brain Freeze moodlet.

Appaloosa County Historical Society



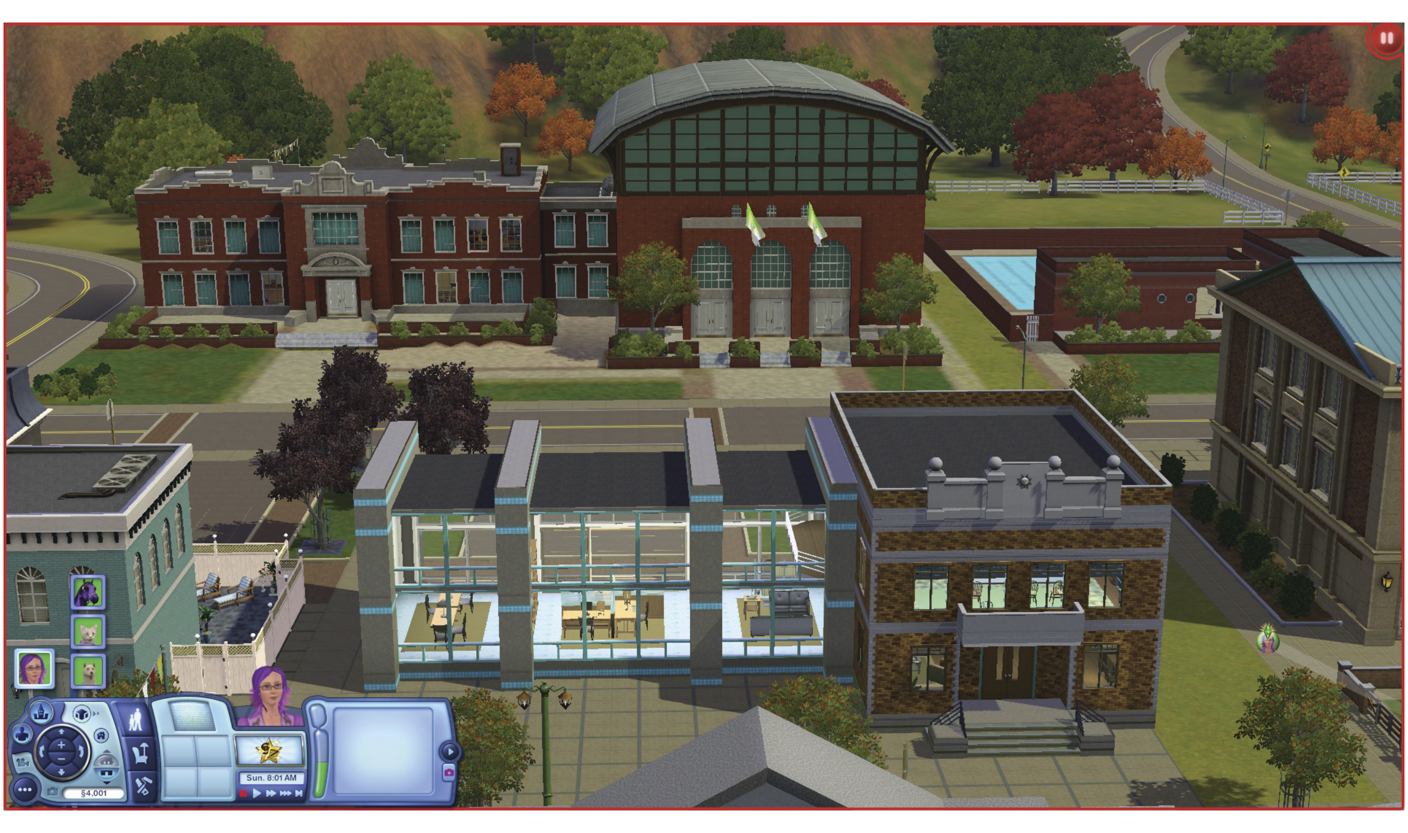
Enjoy frontier art and artifacts at this fascinating museum.

Appaloosa Plains Public Pool



Stop by the public pool for a refreshing dip.

Appaloosa Plains Public Library



203 West Appaloosa Avenue

Visit to:

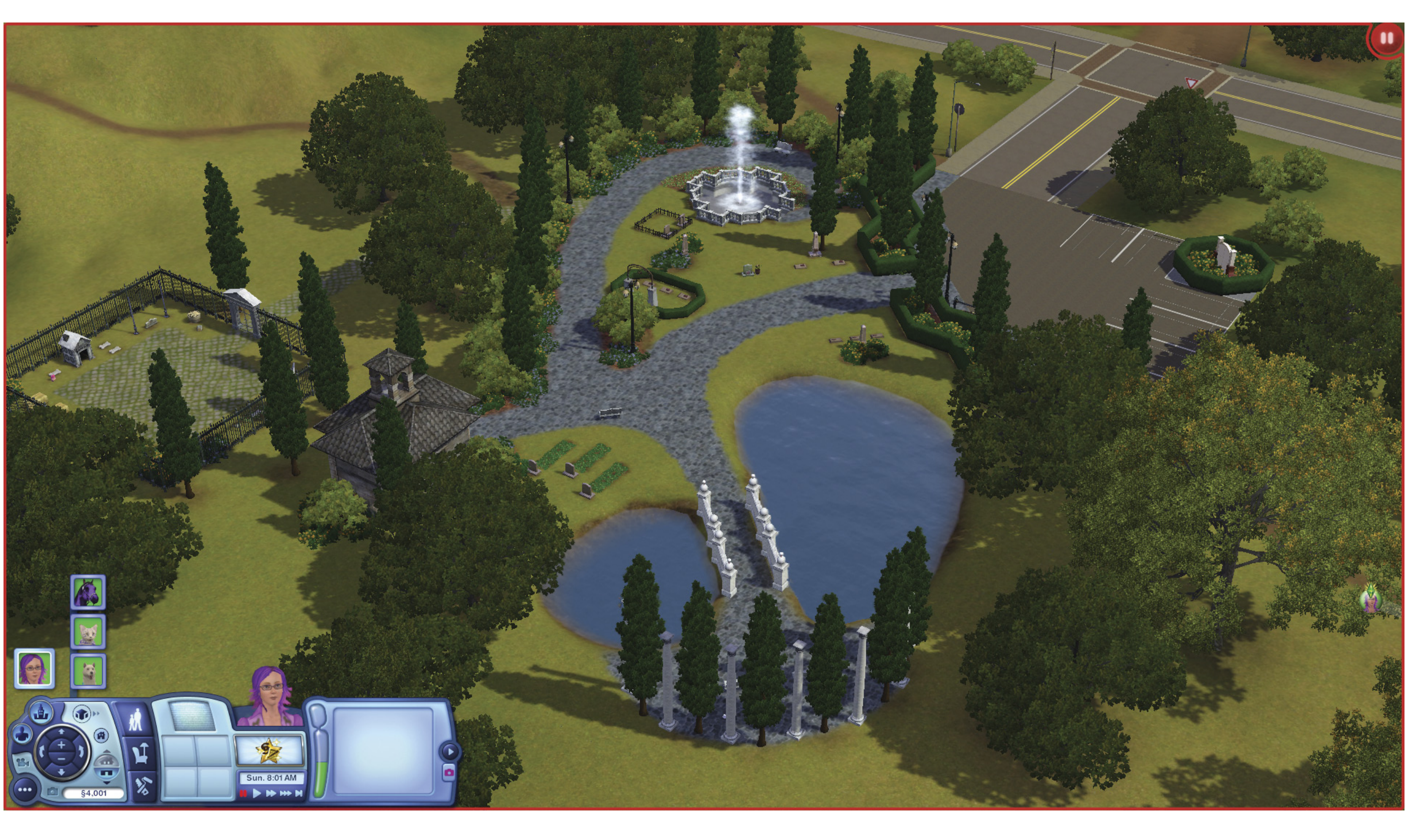
- Read

- View

- Use Computer

While many historic old buildings in Appaloosa Plains host more than one business, the library looks like two separate buildings. The old portion was restored, and a supermodern glass wing was added.

Newton Cemetery



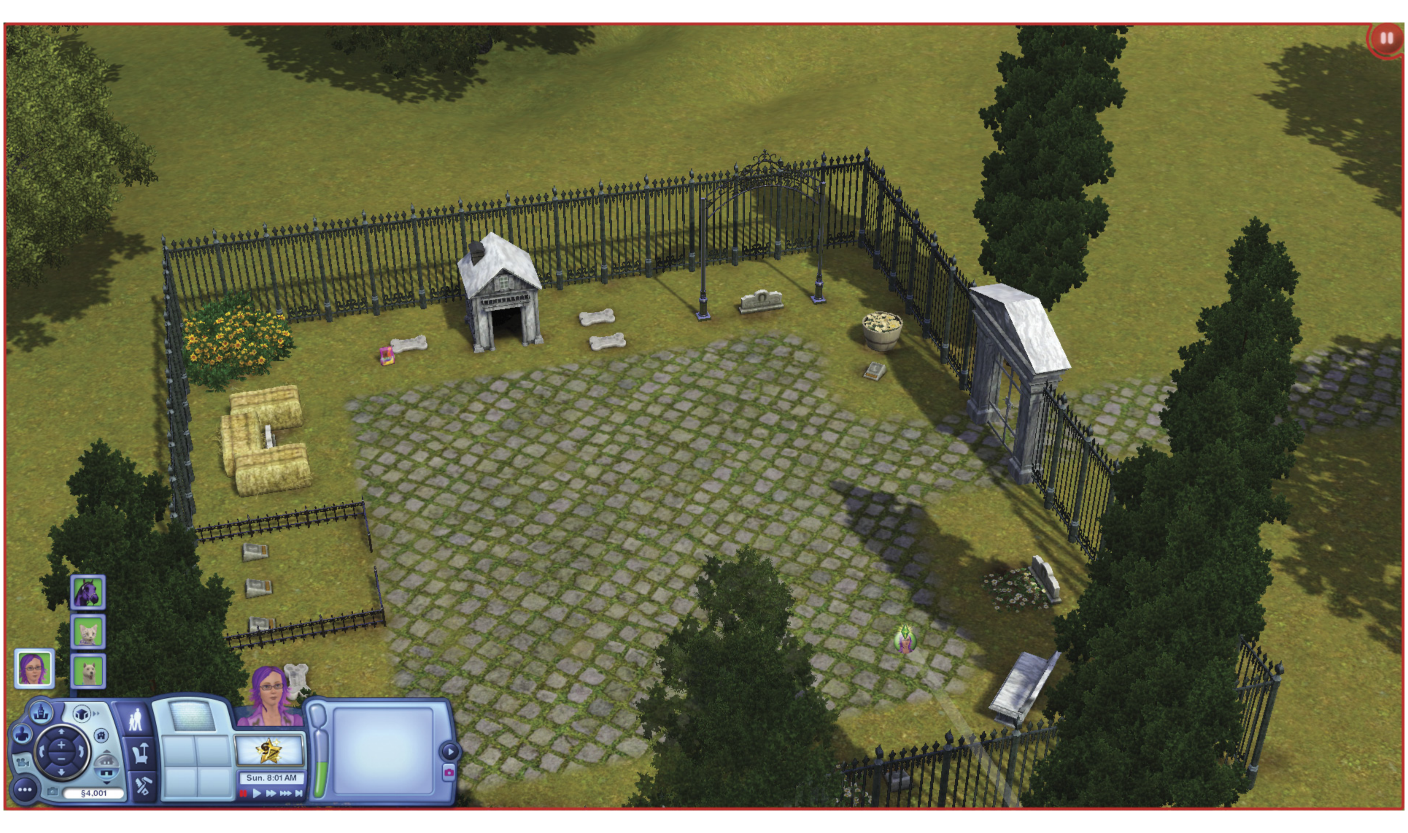
Visit to:

- Get Part-Time Job

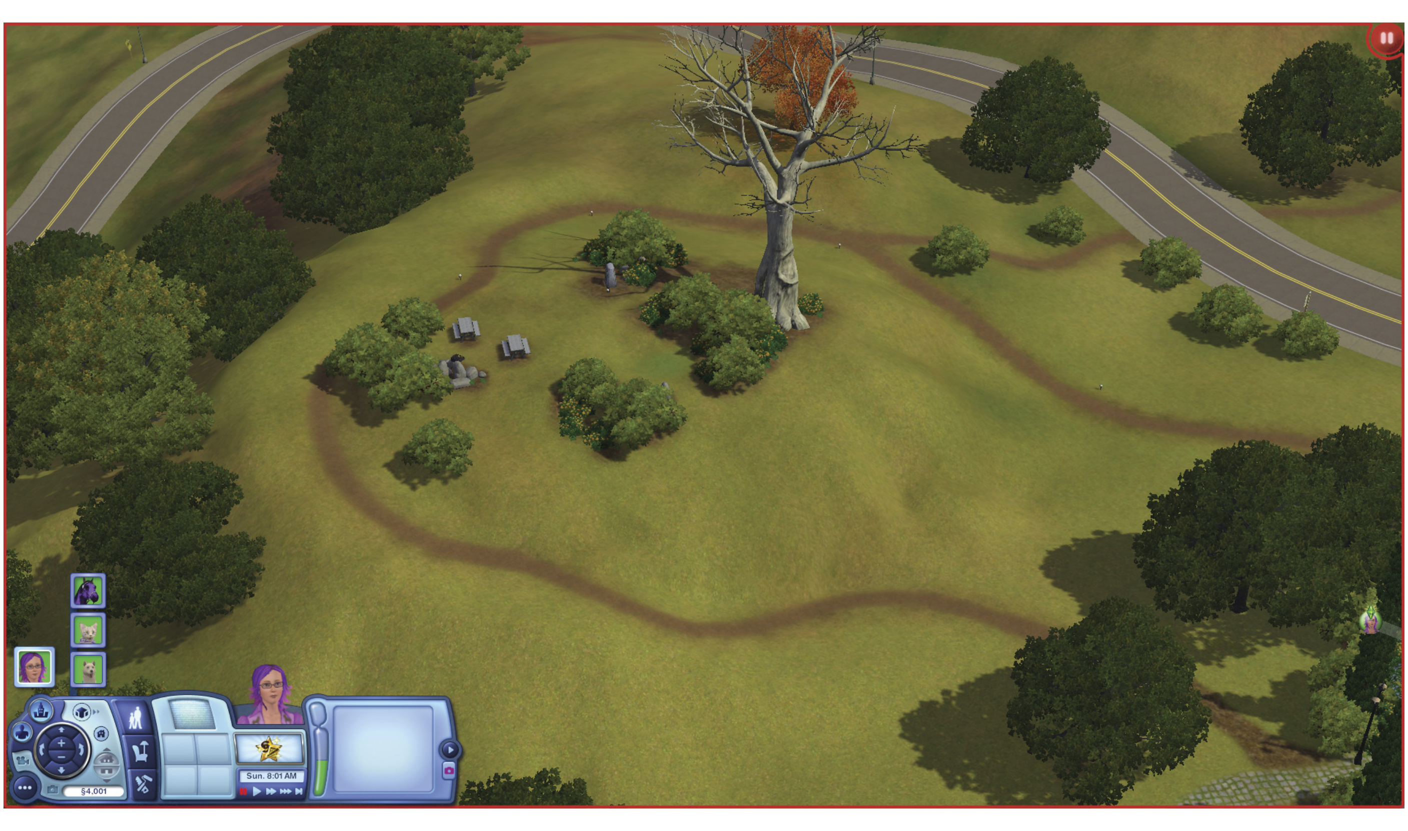
- Explore Catacombs

- Tour Mausoleum

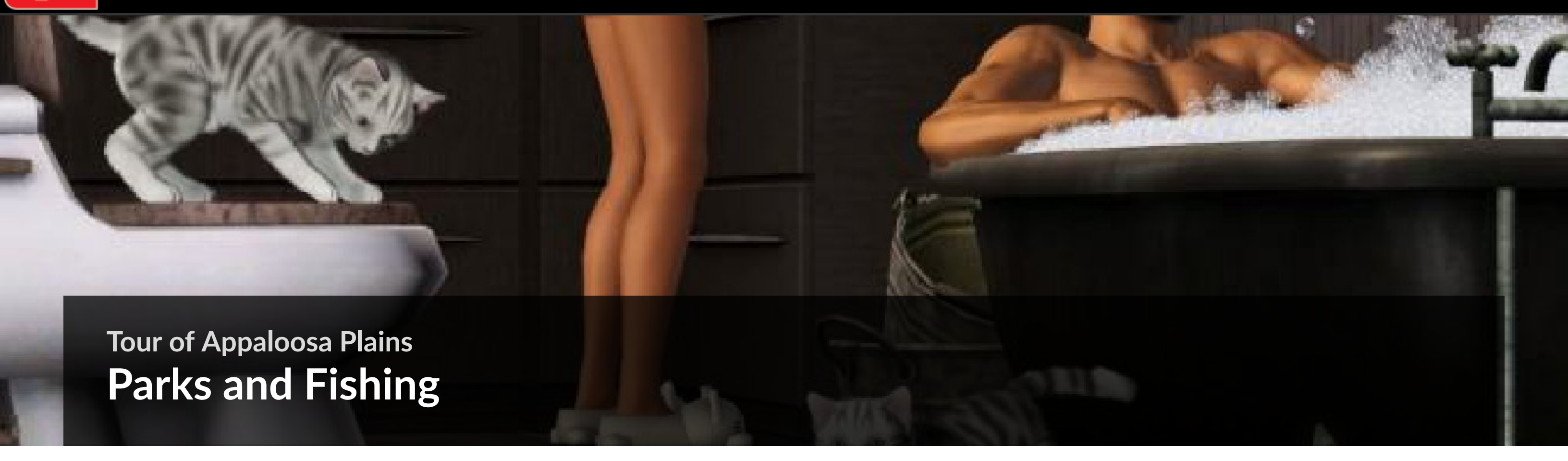
The Newton Cemetery is a place to mourn the departed, whether they are Sims or beloved pets. This cemetery has a special area set aside for four legged family members. You can also brave the horrors of the deep and tour the catacombs. Who knows what you might find?



Hangman's Tree National Historic Landmark



Were Sims really hanged here?! This old tree here looks ominous enough for those legends to be true. Nowadays, however, this lovely spot, just up the road from the cemetery, is a great destination for a picnic or a romp with pets.

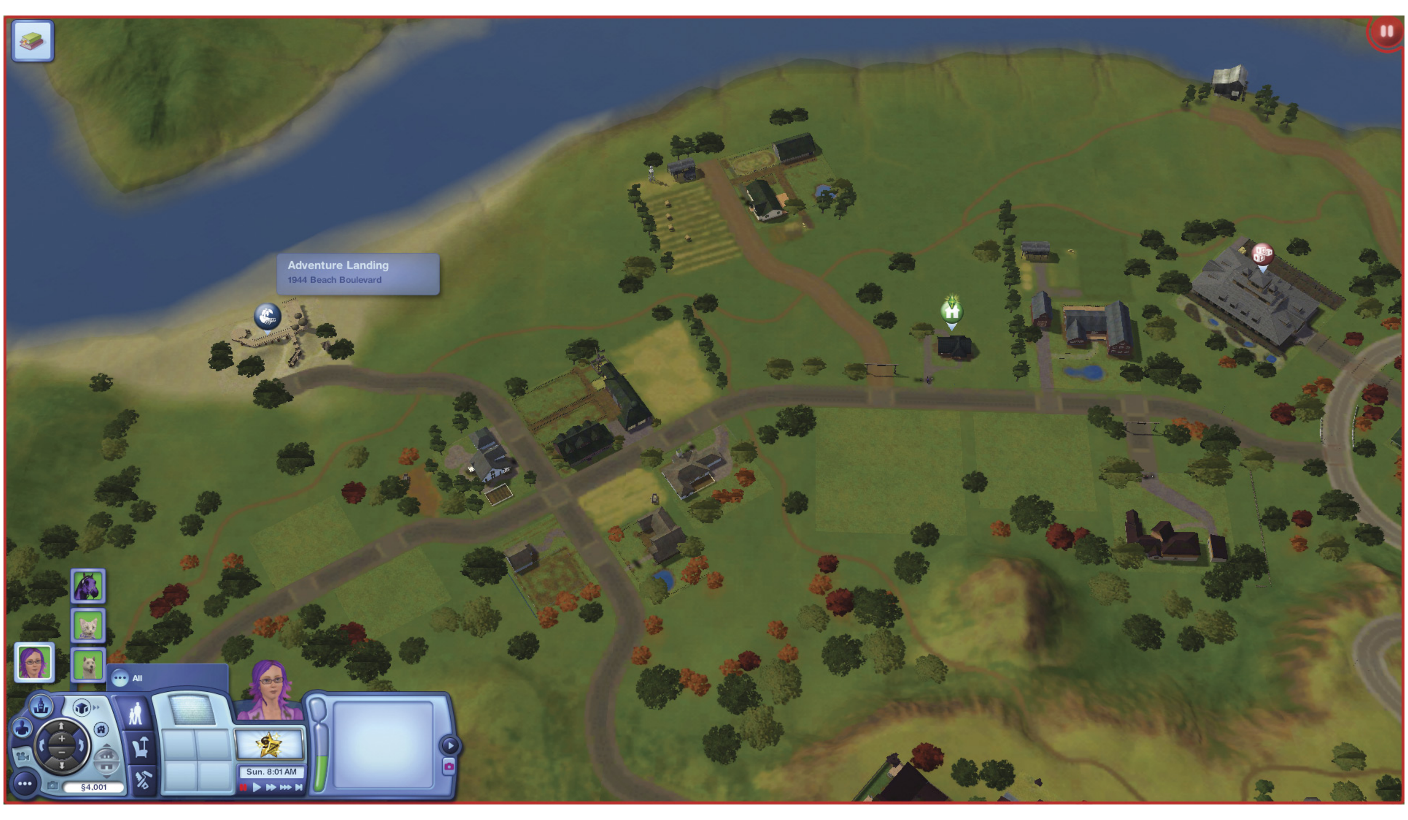


Tour of Appaloosa Plains

Parks and Fishing

Click here for interactive maps

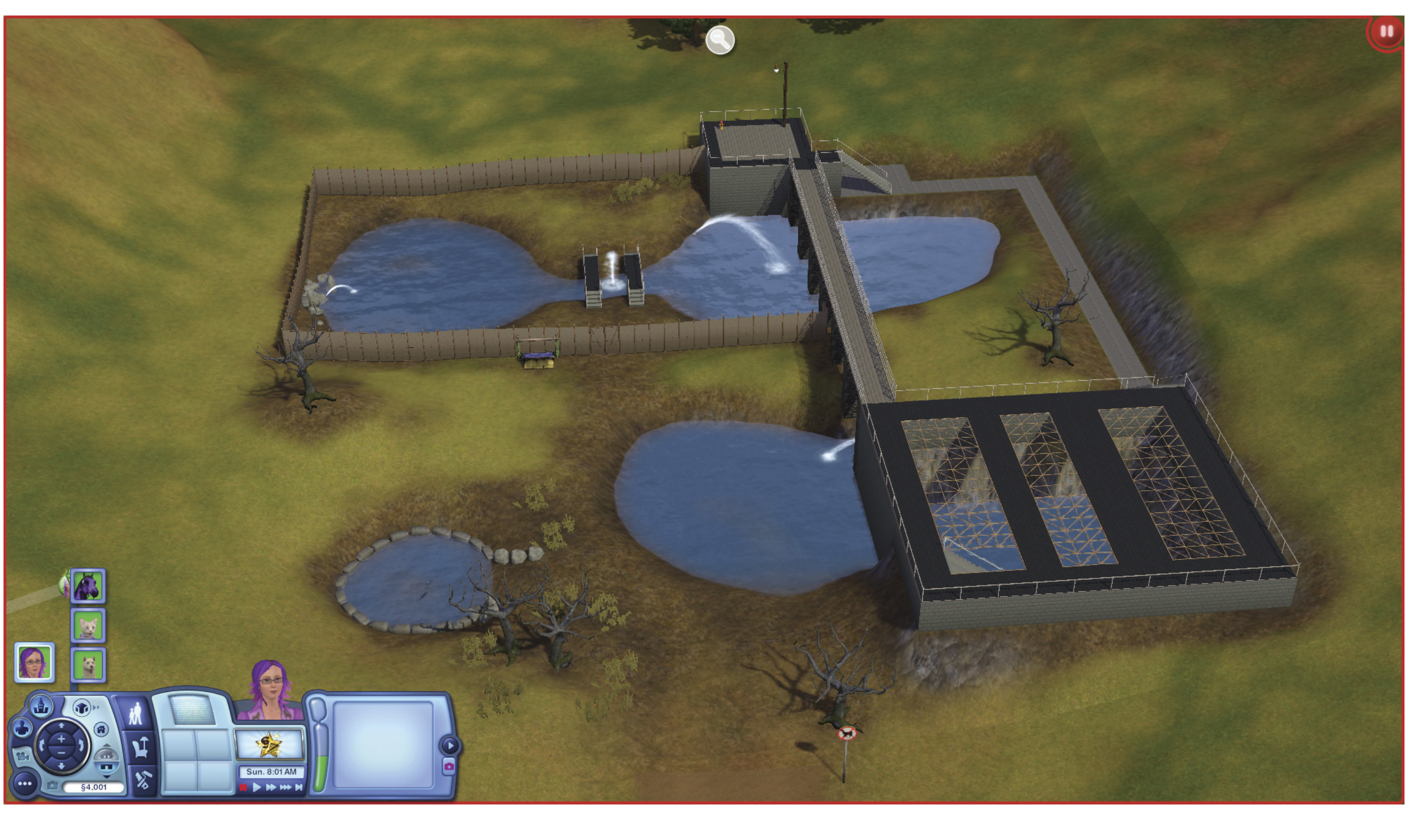
Adventure Landing



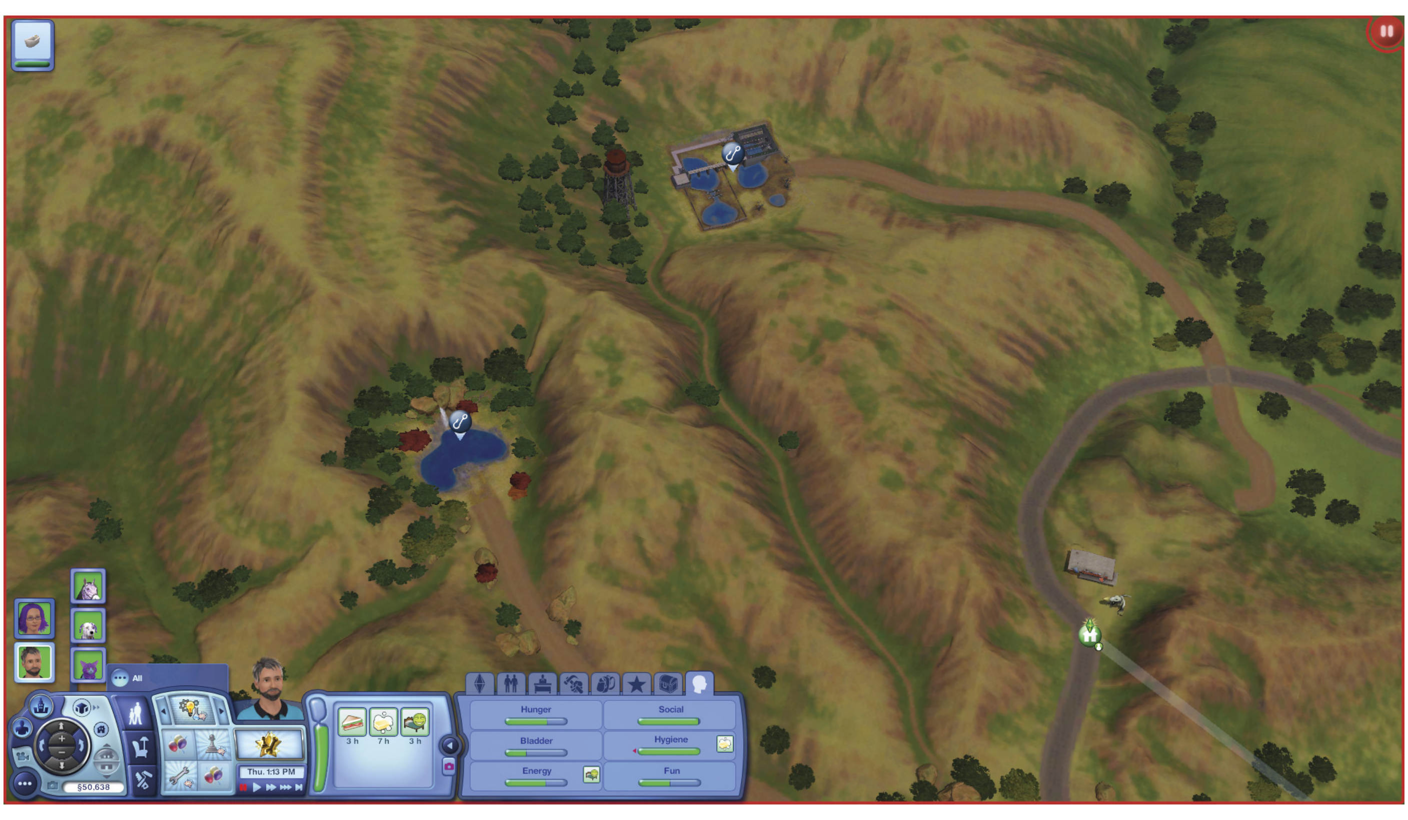
Visit this lovely beach park to catch some rays, do a bit of fishing, or meet friends for a beachside barbecue.

What could be better than riding your horse along the beach?

Appaloosa County Water Treatment

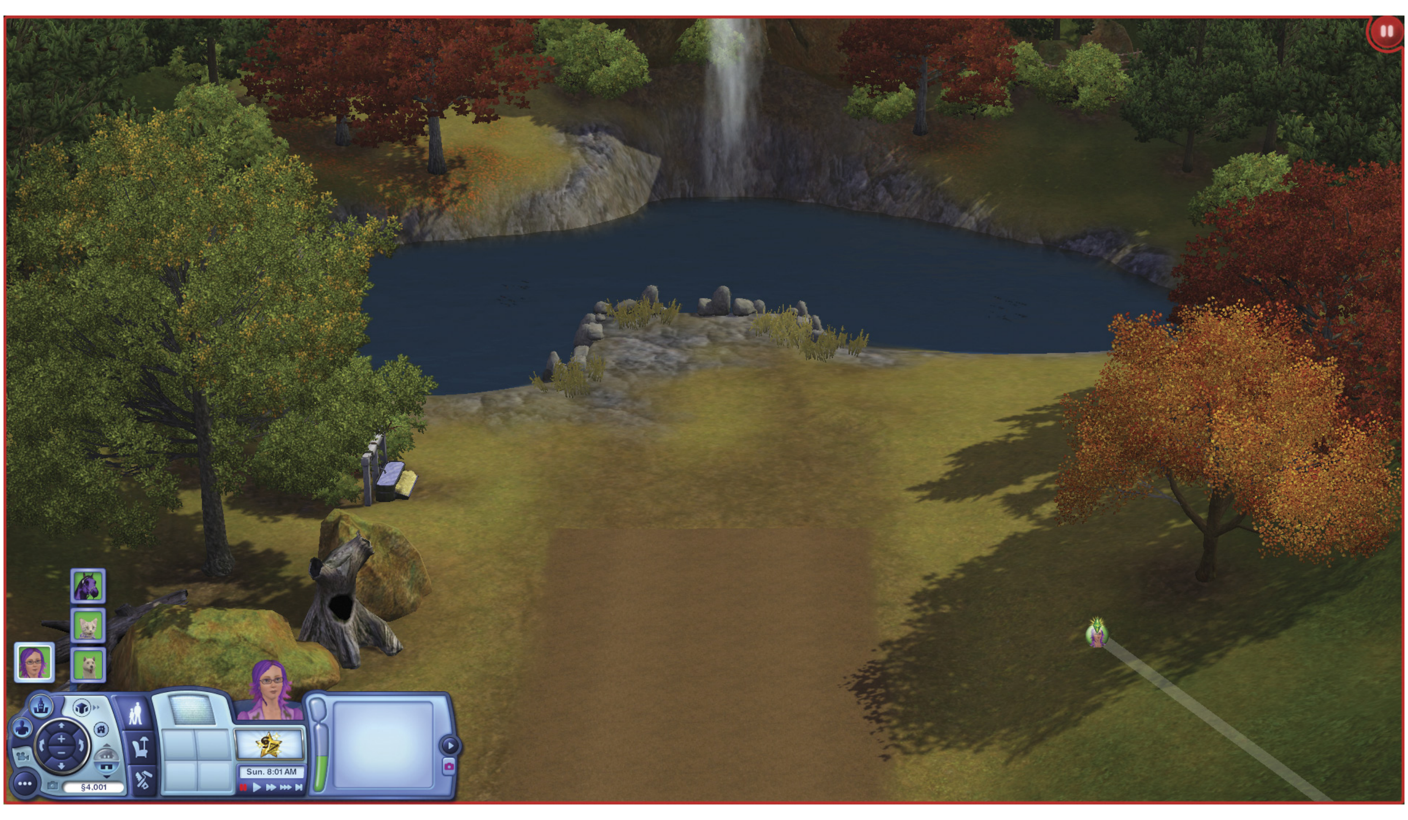


High on the hills outside of town, the Appaloosa County Water Treatment plant is a fine, if somewhat less-than-scenic place to go fishing. Still, serious anglers come here to hook the more unusual fishes.

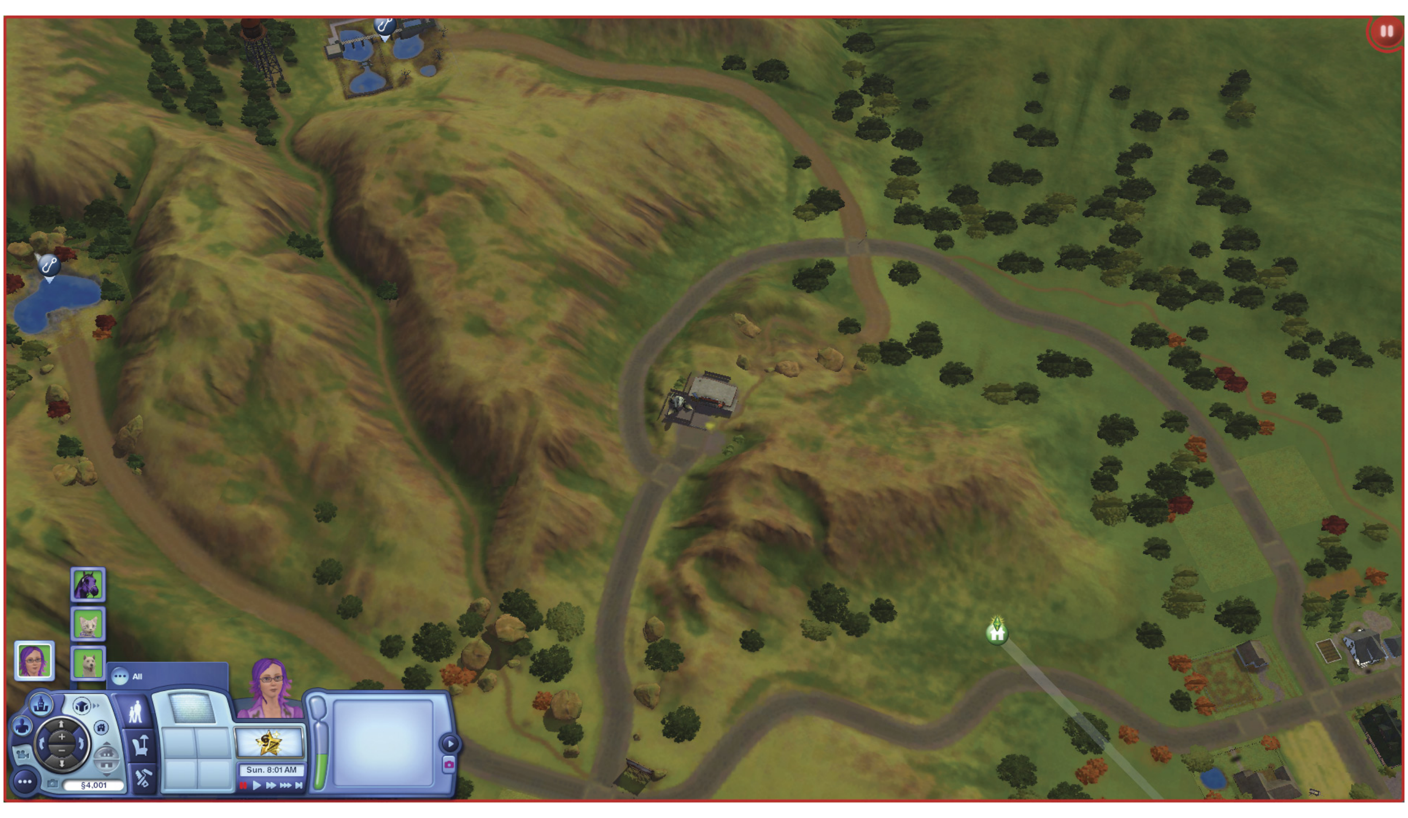


Appaloosa Plains boasts two fishing spots in the hills overlooking downtown.

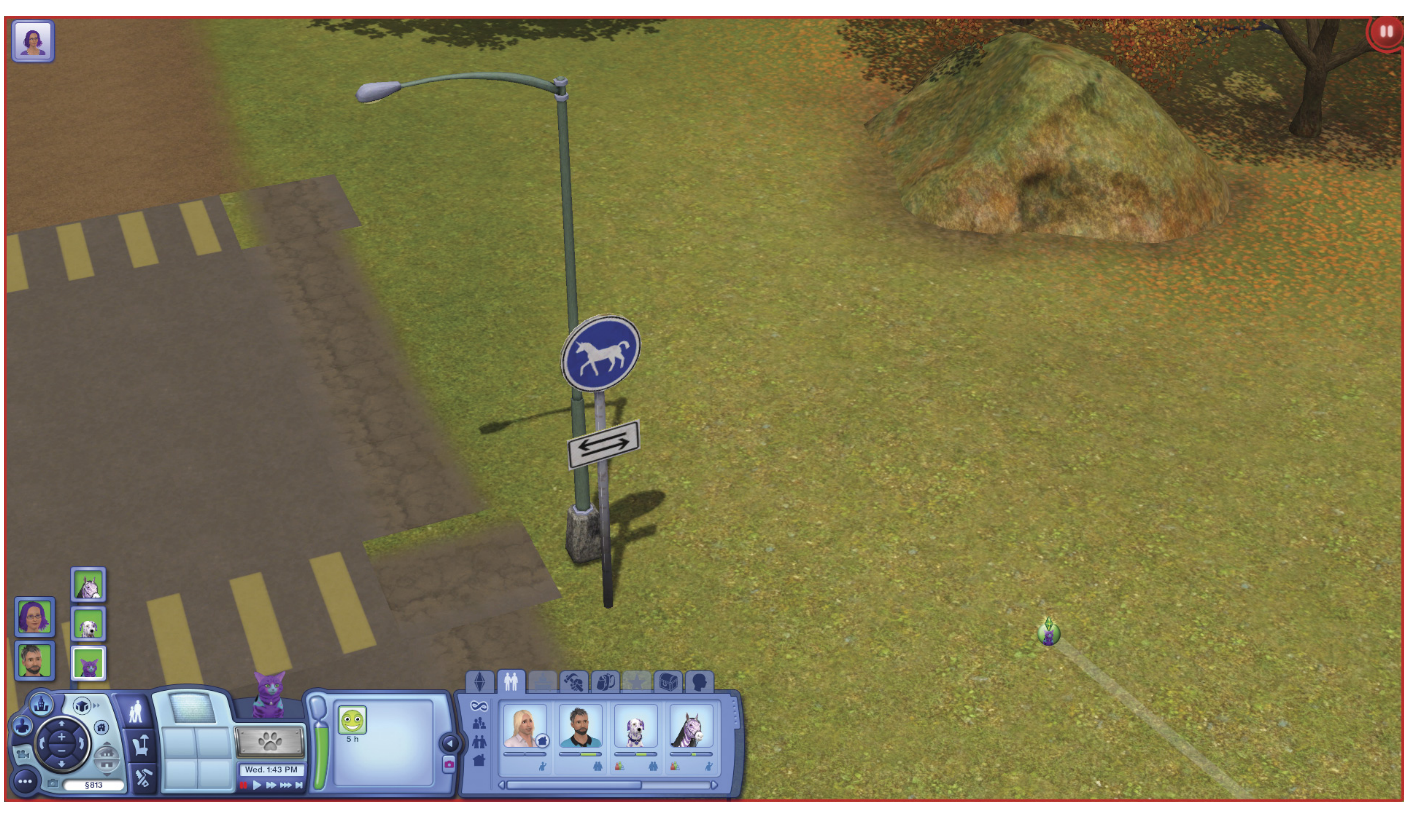
Cinnamon Crest Falls



On the next ridge over, Cinnamon Crest Fallls provides a far more scenic option for drowning worms.



Both these fishing spots are near the abandoned tourist trap. Stop by to see the huge metal dinosaur.



Are there other things to be found near these parks in the hills outside of town? And what do you suppose this sign means?